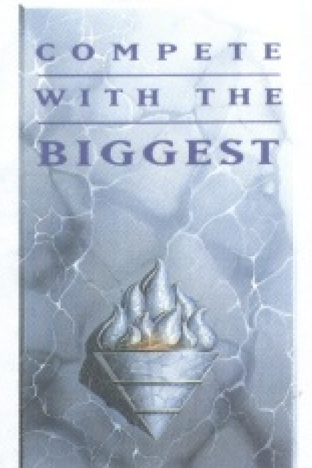

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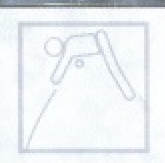
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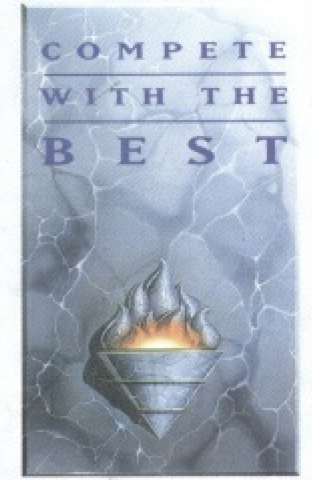




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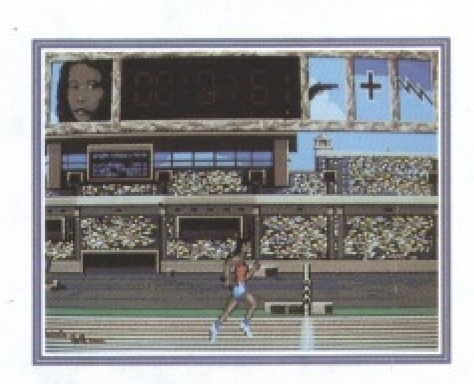


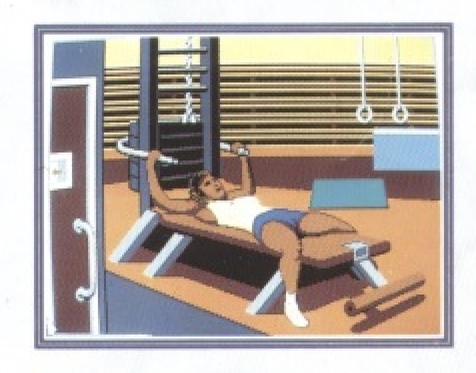








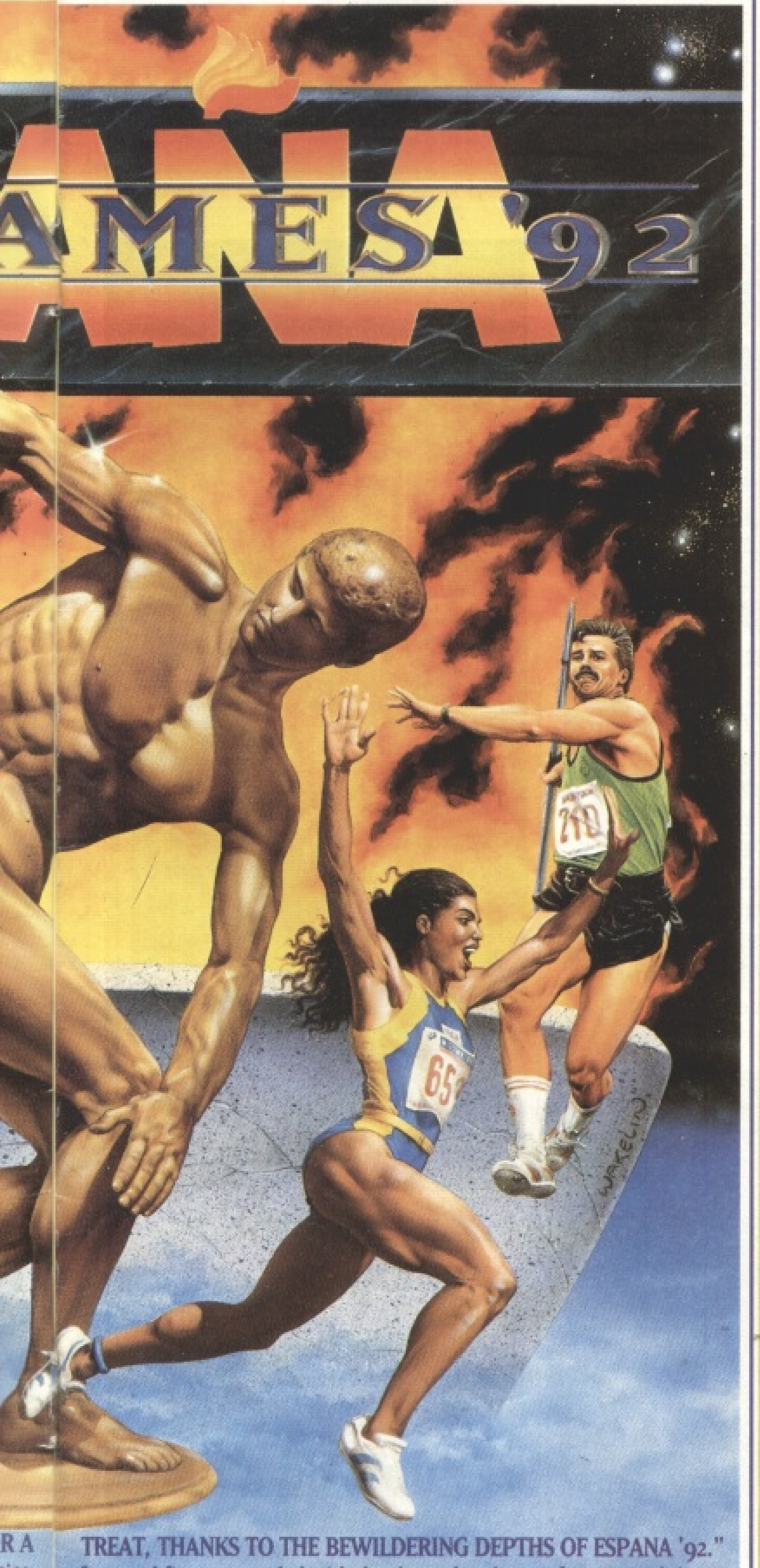


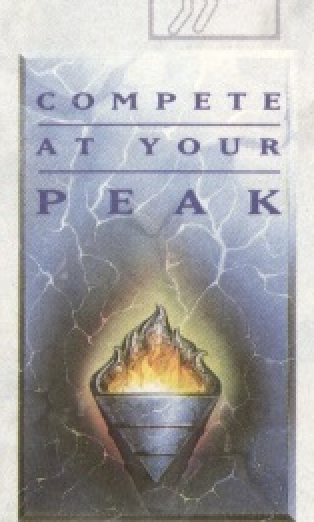




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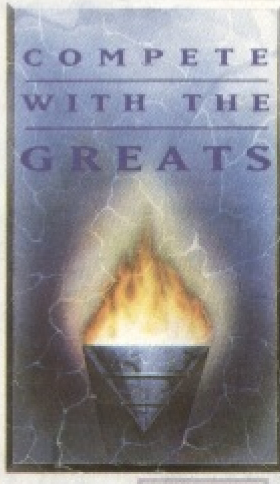




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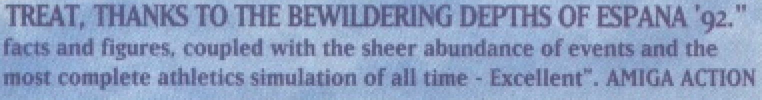
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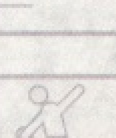


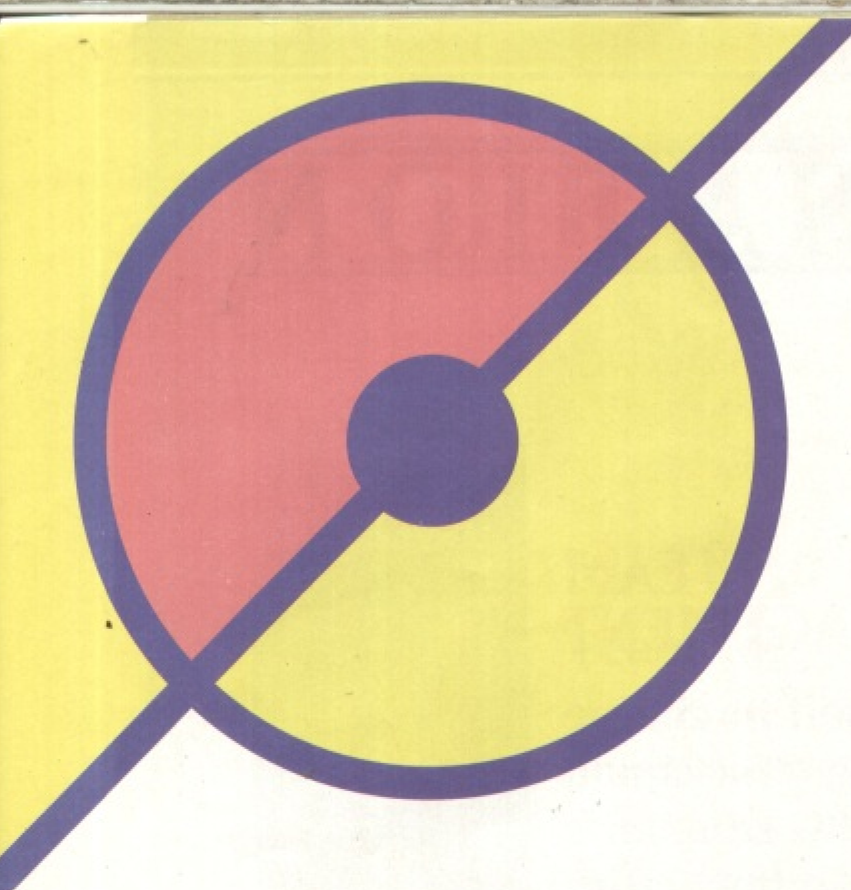






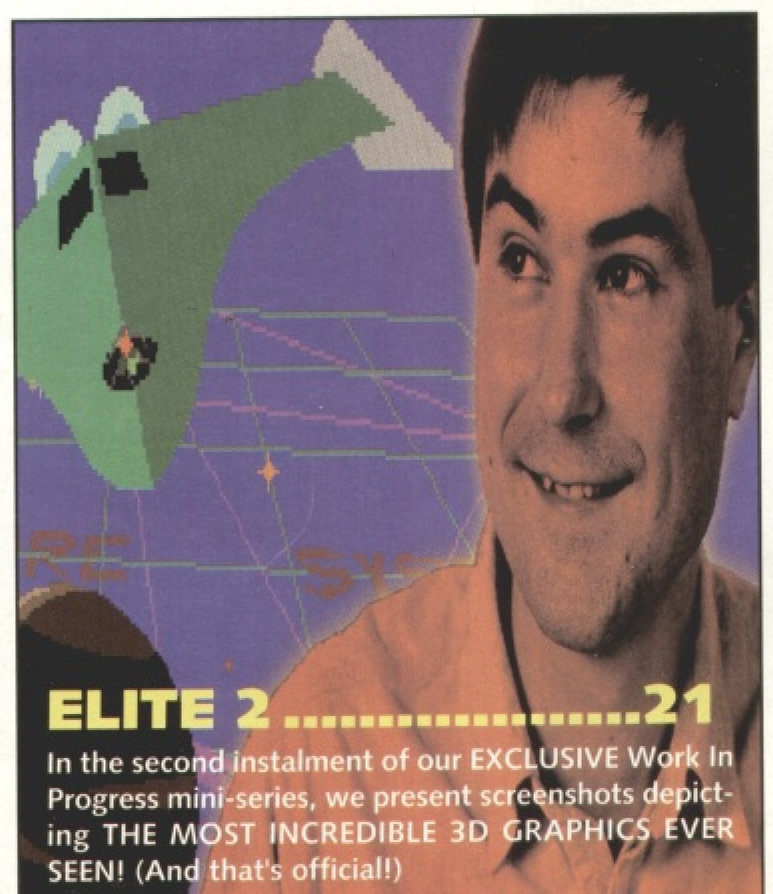
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Best of luck Jim. And by the way, thanks Hugh.

ents



COMPO.........36

With a little luck, you could be the next James Cameron (well, almost), thanks to Core Design and their undying generosity. To celebrate the launch of Premiere, they're giving away ten copies of the game! Oh, and there's a Panasonic video palmcorder worth 900 quid as well.

KILL ZONE ...The Middle Bit

As 'The Ride Of The Valkyries' plays away in the background, Kill Zone flies in like the 357th Airborne Cavalry to save the day of all those poor unfortunates left high and dry by the substandard tips printed in other, inferior mags.

THE SECOND SAMURAI....26

Vivid Image rise from the ashes of Mirrorsoft with another outing for their chop-socky hero!



FLASHBACK... 30

Mon dieu! Those Gallic geezers Delphine Software are back with a pseudo-sequel to Another World, only this one stars a bloke in a suede jacket!



GAMES FEATURED IN THIS ISSUE

BOOT SECTOR

LOADING YOUR DISKS

To be honest, you'd have to be a bit of a gonzo if you can't figure this out for yourselves by now. But you'd be surprised how many Amiga owners used to own STs not so long ago, and whose brains have never fully recovered from the experience (like Dave). So it is for the benefit of those poor tortured souls that we provide this easy to follow guide...

(1) Select the disk you wish to have a one-on-one entertainment experience with and slot it in the correct manner into your Amiga's internal drive.

(2) Turn on your Amiga and wait around for a bit until a menu screen appears. You can't miss it, it's the one with the tatty logo on it.

(3) Simply choose which thing you'd like to load and depress the corresponding function key on your keyboard or double-click on it with the mouse pointer. The desired item will now load and run automatically.

(4) Have lots of fun!

(5) Have even more fun!

disk

A

FLASHBACK

Well, what more is there to say? For a full lowdown on Delphine's rip-roaring follow-up to Another World in development, whizz along to our exclusive Work In Progress starting on page 30. But oh, how inadequate static screenshots can be! Flashback's a game that's all about animation, and you won't get much of an idea of that from the WIP pictures. Where you will get it from is our top rolling demo, which plays out the game's entire introduction sequence in full (unfortunately bar the sound - that bit just wasn't ready in time).

You don't need any instructions. Just sit back, switch off the lights and prepare to be amazed!

MATCH OF THE DAY



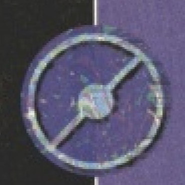
Hello and welcome to Match of the Day! Yes, the show might not be on the telly anymore but who cares! Computer games are all about escaping from the real world anyway. Or something. Anyway, what you've got here is a playable demo of Zeppelin's forthcoming game of the show, in which you can guide your team through an entire division of top football management action! As in the full game, you start in the fourth division and the object is to progress upwards - this demo ends when you are promoted from the top of the fourth at the end of the season. If you want to make it to the big leagues, you'll just have to buy the real thing.

Match of the Day is entirely icon-controlled, and as Manager you'll get to make big-time deals, control your players' fitness and injury levels, organise the club's finances and, of course, pick the line-up for Saturday's big game. So what are you waiting for? Get managing!

GETTING STARTED

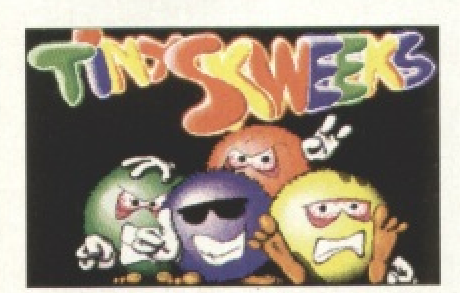
Plug a mouse into its port first of all. There, that didn't hurt did it? Now use it to select a team from the 20 available in the fourth division by cycling through the arrow icons and clicking on ACCEPT when the one you want is displayed. Congratulations, you're the new manager!

From here it's onto the main screen, where the real thrust of the game takes place. On the left is your diary (one day to a page) and on the right are the control icons. Refer to the icon panel for an explanation of each one. Now, to actually get all



We've said it before and we'll say it again. Our coverdisks are the absolute BUSINESS! We don't care who knows it. And having looked at them in all their gleaming excellentness on the front of the mag, you're probably inclined to agree with us. Right? And if you don't by now, you will once you've loaded them up and your Amiga has nearly exploded with glee at having the privilege of running such fine quality software. We can't wait any longer. Let's go!

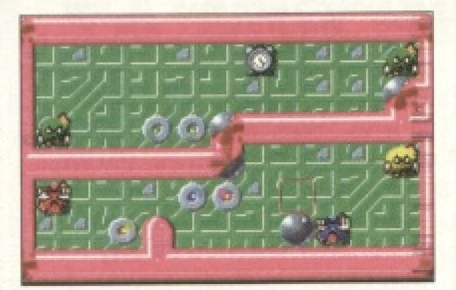
TINY SKWEEKS



First there were Lemmings. Then, the Troddlers. And now there is a new breed of sickly-cute fluffy game characters - yes, they're the Tiny Skweeks. These little bundles of mischief will be weedling their way onto your Amiga courtesy of Loriciels this Autumn, but in the meantime, why not cut your teeth on our TEN (count 'em) exclusive, playable and totally complete levels?

THE GAME

Tiny Skweeks is a puzzle game where the object is to get each of the Skweeks (the furry creatures) on the screen onto the lighted pads of the corresponding colour. It sounds easy, but of course it isn't. Although you can control the Skweeks directly, they're not very bright creatures and can only walk in straight lines, stopping only when they bump into a wall or some other immovable object.



The trick is to find a path that will lead each Skweek onto its coloured light with the minimum of fuss. Although a Skweek might be standing right next to its destination, you might have to send him in a convoluted path all around the screen to get him there as a Skweek will walk right over a light unless there's something to stop him when he gets there.

On more complicated screens, it becomes necessary to constantly swap between Skweeks, moving them in the way of each other to provide obstacles and stopping points.

CONTROLS

Use FIRE to click through the title sequence. When the control screen appears, use keys F1-F4 to change control mode (joystick, mouse or keyboard), redefine the key controls, swap between music and SFX and enter level codes. When it's all set up hunky-dory, hit SPACE to begin.

The player controls a square-shaped cursor that moves around the screen in four directions. To select a Skweek, move the cursor

...Continued overleaf



PHYSIO
Visit your physiotherapist and you can have him report player fitness and prioritise which players should get his attention first. To do so, simply click on a player's name - a red cross appears to indicate that a physio session has been allocated, and the number next to it tells how many more days it will be before that player's fitness is raised by 1%.

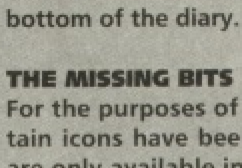
managerial and start making decisions, all you have to do is select the relevant icon and, holding the mouse button down, drag it into the square slot next to the diary entry you desire. You can do up to five things in a single day. If you don't want to do anything, simply leave the slot blank.

That's your schedule set up for the day. Now, click on the single arrow icon in the top left-hand corner of the diary to advance, one at a time, through the various appointments. As you come to each one, a separate screen appears where, depending on what's happening, you can take action of some kind or just view information for reference purposes.

When you reach the end of a day, your diary automatically flicks over to the next. You can set your schedule and preview upcoming matches up to 15 days in advance by clicking on the double-arrow icons at the bottom of the diary.

THE MISSING BITS

For the purposes of the demo, certain icons have been disabled and are only available in the full game. You can't, for example, select Team Talk, Trainer, Scout or Supporter's Club.



PLAYING MATCHES

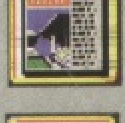
When the time for the Match of the Day comes around (fixtures are set automatically into your diary), the score is calculated and the result, along will all others from that day, shown. In the full game you'll be able to see arcade-style match highlights.



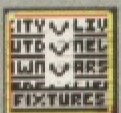
DEAL
This section has been partly disabled for the purposes of this demo. You can't actually trade players, but you can use this to select a new trainer, physio and scout from those available.



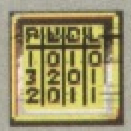
SELECT TEAM
From here, you pick your team for forthcoming matches. Click on any of the names in the squad roster to display information about that player. Using the right mouse button you can cycle through Info, Goalkeeper, Defender, Midfielder, Attacker and Substitute. To actually select (or deselect) a player for the team, the pointer must be set to the appropriate skill. Your team can have a maximum of five in attack, midfield or defence up to a total of 13 including a goalie and two subs. You can't select players less than 80% fit.



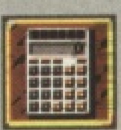
SPORTS PAGES
Come here to keep up to date on match reports, upcoming fixtures, transfer news and good old fashioned gossip. You never know what you might discover... The paper is updated after every match.



FIXTURE LIST
Shows you the order of all upcoming home and away matches - the next match is highlighted. Remember that the club only earns money from home games.



LEAGUE TABLES
Pretty obvious really - selecting this shows how well you, and the rest of the teams in the league, are faring. At the end of the season the top three teams are the ones that get promoted.



CASHFLOW
Click here to get up to date with the club's finances. The club's sponsor provides a fixed sum of cash per season - after that it's up to you to balance the books. Fail and you could end up out on your ear.

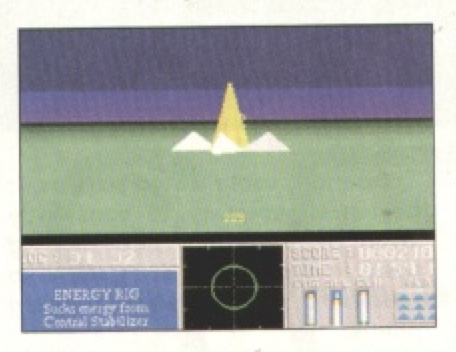
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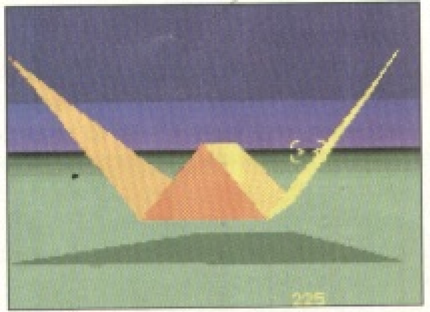
over him and hit FIRE - you now have direct control over that Skweek. Remember, you can't change a Skweek's direction or stop him while he's walking. You have to wait until he hits an object and stops himself.

SPECIAL THINGS

The first level is easy-peasy and intended to get you into the swing of things. But from then on, extra features are added that make things trickier - or easier, depending on how clever you are. The screens become populated with blockers, pushers, arrow-shaped direction-changers and other secret thingies, all of which have an effect over your Skweeks when they pass over them. Remember that each level has a time limit, and extra time is available by running a Skweek over the alarm clocks that appear on screen every now and then.

NEBULA





The first of our top-quality PD three-pack this month is a high-velocity arcade blaster that should be familiar to anyone who's ever played classics like Battlezone or Encounter. Taking control of a super-fast landspeeder, your mission is to free the once-peaceful moon of Uropa from the clutches of the evil Kapones. They've set up nine energy rigs around the moon which are sapping the satellite's natural resources. Only you can foil their plans by planting AERs (Anti-Energy Rig bombs) by the offending structures, then detonating them to blow them up.

Of course, the Kapones have a whole army of land-based assault vehicles to protect the energy rigs, and you'll have to do battle with these if you're to get anywhere. Blast away at them with your lasers to knock them out, being careful to avoid their own fire, which saps your ship's shields. If you wait around on the title screen for a bit, you'll get a full rundown of all the enemies in the game.

PLAYING THE GAME

Your GBV (that's the thing you're flying around in) is a nippy little beggar, and comes equipped with radar, shields, lasers and a cloaking device. The radar in the centre of the display shows all enemies in range - simply speed towards them and pump them full of laser fire. Don't worry if they don't blow up straight away - most enemies need a lot of hits to kill. Once an enemy has been destroyed, pull away from it quickly, as the debris from the explosion can be damaging if it hits your own ship.

To destroy energy rigs, locate one using your map and speed towards it using the compass as your direction finder. When you've got one, get right up close to it and drop an AER. Then pull away and detonate the device - it doesn't have to be close. So long as one piece of the far-reaching debris from the explosion hits the rig, it will be destroyed. DON'T waste any bombs, as you only have the exact amount needed to complete the mission.

As enemy hits and collisions sap your shields, seek out and collect Chromolite crystals (littered around the landscape) to replenish them. If things get really bad, you can always engage your cloaking device, which renders you invisible to enemy ships and gives you a rest from incoming fire - but there's only enough energy to keep the cloak on for a short time.

KEY CONTROLS

M Toggles game map on and off.
B Drops an AER bomb.
D Detonates the AER bomb.
C Toggles cloaking device on and off.
P Pauses the game.
K Activates keyboard controls.
J Activates joystick controls.
Q Quits back to The One menu.
F10
Resets game.
HELP
Displays game information.



PREMIERE



Hey, there's no business like show business! And probably that's why Core Design have produced a game on it because it's definitely a platform experience like no other. Core's latest slice of arcade fun would normally cost you £30.99 in the shops, but with our preview disk you can get a playable taster of its smartness absolutely free! For more information about the game, flip to the awesome four-page review starting on page 40 and don't forget there's a smashing Core compo to win a £900 Video Palmcorder on page 36!

This demo consists of a specially-constructed section of the first Western level, where the player's objective is to work his way through the landscape, battle the baddies, collect as many pickups and possible and reach the door at the far end.

GAMEPLAY

Couldn't be simpler, really. All control is via the joystick. Once you've hit FIRE to start, Clutch (that's you) is controlled thus - LEFT and RIGHT makes him walk in those directions, DOWN causes him to duck and UP makes him jump. Hit FIRE to lob a stick of dynamite.

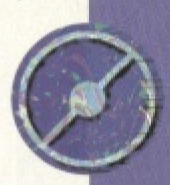
In addition, Clutch can flip between the background and foreground 'lanes' in certain parts of the level - this allows him to avoid or confront enemies and gain access to stairs, lifts and doorways. To toggle between lanes, pull DOWN and hit FIRE simultaneously.

Pick up Oscars and other awards to collect points, and always use the switches that are set into the wall when you find them - just stand in front of them and hit FIRE.

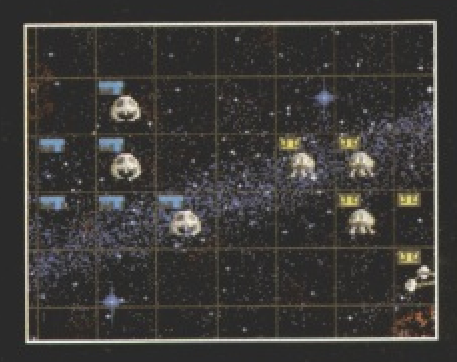
BAD GUYS

Most of the enemies in this demo can be killed with one hit of dynamite, although some take more - be careful. Each time you take a hit from a baddy, one of your six energy points is removed - lose all six and its adios amigo. You've only got a limited supply of dynamite, so use it wisely and always collected extra bundles when you find them around the game area.





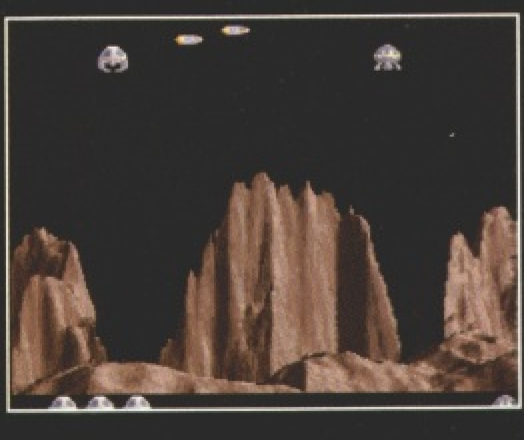
WAR





In War, two players battle for galactic domination in a superb mix of Risk-style boardgame strategy, resource management and space-based arcade action. It's entirely icon-controlled and, though it looks a little overwhelming at first, is great fun once you've got into it. Don't let the fact that it's written in AMOS put you off either. Actually, you can play one player against the computer but from our own play-testing experiences in The One offices, you really need to grab a mate to get the most out of the game.

Unfortunately, the instructions are far too long-winded and complex for us to document fully here. But, as luck would have it, the game comes complete with all its own on-screen instructions. The option to read them appears before the main game loads. DON'T skip them and go straight into the game, because you won't last five minutes. Give them a proper readthrough, and you'll reap the benefits. Let battle commence!



CROAK



Yes, it's Frogger! And not just any old Frogger. We reckon it's the best Amiga version of the classic arcade game yet. You must know what to do - guide your hapless frog from the dangerous highway at the bottom of the screen to his home at the top.

To complete a level, you've got to get frogs safely into all the little leafy alcoves across the top of the screen. Your amphibious pal can hop in all four directions, but is instantly killed if he is hit by a vehicle or falls into the water. He'll also come a cropper if he's attacked by the rampant chicken that appears on the river-bank in the centre of the screen after Level One or leaps into an alcove occupied by the big-bad frog-eating spider. Oh, and if the logs or turtles carrying you scroll off the side of the screen.

As the levels progress the cars get faster, special bonuses appear (leap on the flies to swallow them up, but don't mistake the spider for one) and... oh, it just gets more and more fun. And don't forget the time limit! You know what to do! Go to it!





IT DOESN'T WORK!

Oh dear, your disk won't work. Well, first try disconnecting all your peripherals (2nd disk drive, printer, etc) if you have any and loading the disks again. If there's still no joy then never fear, a working replacement can be yours in a jiffy. Simply pop the offending disk into some sturdy packaging along with an SAE to the value of 28p and send to:

The One Coverdisk Returns,
PC Wise,
Unit 3, Merthyr Industrial Park,
Merthyr Tydfil,
Mid Glamorgan,
CF48 4DR,

If you've got any other technical problems, you can call the PC Wise Helpline on (0443) 693233 between 10:30am and 12:30 pm weekdays.

TA MUCHLY!

NEBULA and CROAK are PD games that were supplied by Fortiss PD, PO Box 2, Earl Shilton, Leicester LE9 8LU. WAR is a Shareware game supplied by 17 Bit Software, 218 Market Street, Wakefield WF1 1DH. And of course, thanks to Core Design, US Gold, Zeppelin Games and Loriciels for their fantastic demos!

The game DragonTiles featured in the July edition was programmed and designed by Mr Steve Smith and is Shareware. To register with him send a £5 cheque or postal order to the following address:

Mr S. J. Smith,
33 Cross Street,
Oakfield,
Ryde,
Isle of Wight.

If you also send a blank disk and an SAE, you'll also get a registered user disk which contains a new version of DragonTiles (lots of extra features), another of his games and the modified DragonTiles source code.

THE SMALL PRINT

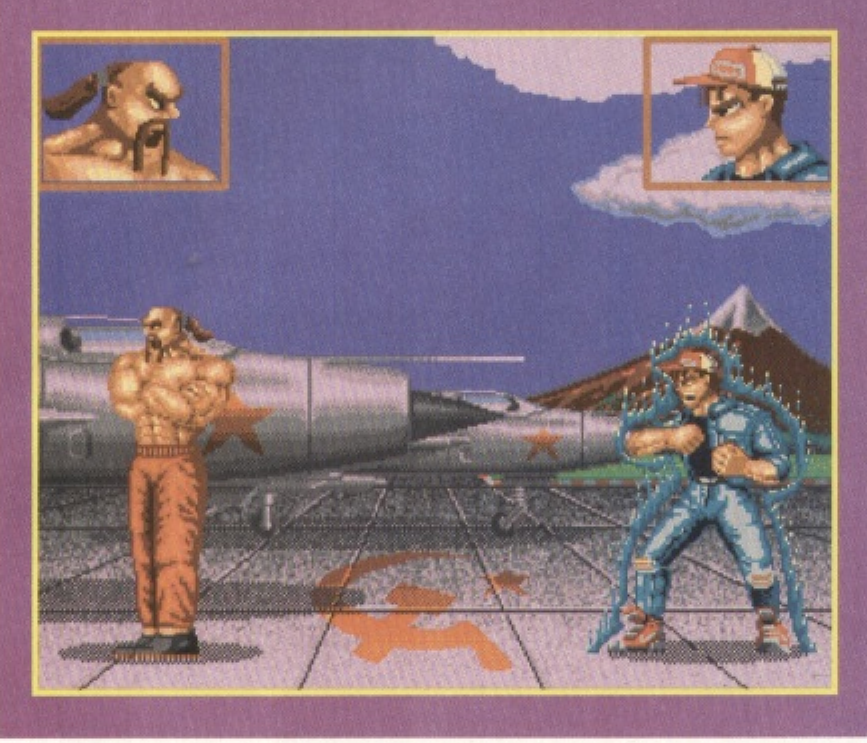
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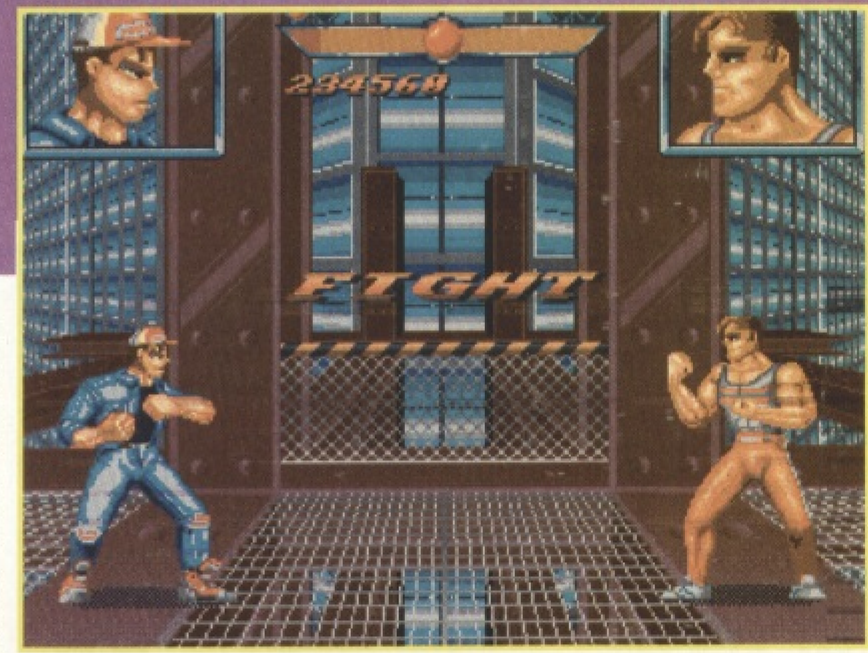


(Right) Team 17's *Overdrive* is already looking like it could be the game to top the plan-view racing genre. Just look at those super-smart graphics!

(Below left) Like the influential *Streetfighter, Body Blows* will take the player around the world in his quest for violence - here a scrap's taking place in a Russian air base, of all places.



TEAM 17 GETS TOUGH!



Those top boys at Team 17 have unveiled an all-new potential blockbuster in development exclusively to The One. The software house behind the arcade classics *Alien Breed* and *Project-X* has just commissioned an ambitious *Street-fighter 2*-style beat-'em-up called *Body Blows*. It's expected to appear after Team 17's other two games currently in development, *Assassin* and *Superfrog,* which are due in the Autumn.

Body Blows, the company's second beat-'em-up after its debut game *Full Contact*, is being put together by a new development team headed up by programmer Junior McMillan. There's no storyline, of course - the idea is simply to cause as much GBH to your opponents as possible and progress through the rankings. In combat, there'll be up to three players on screen at any time (any mix of human and computer fighters) from a cast of ten individual characters, each with their own look, moves and fighting styles. Players can choose from an armoury of twenty martial arts moves and 'special effects'.

It is, of course, expected to be extremely violent. "The idea is to create an arcade-quality beat-'em-up on the Amiga with fast, well-animated characters and excellent gameplay," says Team 17. Here at The One we have our fingers well and truly crossed, what with there being hardly any decent beat-'em-ups available on the Amiga. If *Body Blows* is up to the standard of previous Team 17 releases we should be in for a treat, but we'll have to wait until Jan/Feb next year to find out.

Meanwhile, the motor-racing game first revealed by us back in June as *OHP Racing* has now been retitled as *Overdrive* and these are the first screenshots. The new title is in reference to the game's bird's-eye perspective, similar to that used by the likes of *Super Cars* and *Spy Hunter*. Created by the *Assassin* team of Dave Broadhurst and Haydn Dalton, it's expected to arrive next March. "We're aiming for a super-playable, definitive version of the genre," say the lads. Vroooooooom!

A selection of the fighter sprites from the forthcoming *Body Blows.* One of the characters (bottom row, second from right) will be a flesh-covered android like the Terminator. Cor...

(Below) Oh we do like to be beside the seaside... *Overdrive* aims to take the player through all kinds of landscape, from the urban streets above to the sandy beaches shown here.



EVEN MORE NEW AMIGAS!

After weeks of speculation throughout the games industry, Commodore has finally confirmed that there's another brand new Amiga games machine in the pipeline.

There's been talk over the last month or so about a so-called A800, a 32-bit Amiga with super-fast 68030 processor, but Commodore is denying that any such machine exists. Firm details about the new Amiga's specifications are thin on the ground, but it's expected to be pitched somewhere between the new, compact A600 (which has apparently been selling like hot cakes since its recent launch) and the bigger, high-end A1500.

"The Amiga is not a product, it is a technology and we do have plans to improve the technology," commented Commodore's Managing Director Kelly Sumner in a recent issue of industry journal Computer Trade Weekly. "There will not, however, be a product called the A800. I guarantee that. Over the next twelve months there will be a new Amiga and it will be a focus, mass-market machine rather than high end. That is not to say that the A600 is short term. It will be around for quite some time. In fact, the A600 will still be the biggest selling Amiga in 1993, but it will be close."

It's only speculation at the moment, but it's looking as though the new mystery machine will have some kind of superior technical spec - if only because it's difficult to imagine what else a new Amiga could be. We'll keep you posted...

ALTERNATIVE TIES UP TIP-TOP TEEVEE TWOSOME



Alternative Software has picked up the rights to two of the BBC's top-rated TV shows, *Doctor Who* and (wait for it) *'Allo 'Allo*. Both Amiga games are being put together as we speak and are scheduled to arrive in time for Christmas on the company's new £14.99 Admiral label.

The game that's likely to attract most interest is, of course, *Dr Who*, which has been timed to coincide with the show's 30th Anniversary next year. Fans of the timelord have always been a bit short-changed in the game department, having to put up with second-rate platform games and the like - but Alternative is confidently predicting that its game, called *Dalek Attack*, will be the best thing since that really good episode where Tom Baker asked Davros if he wanted a jelly baby.



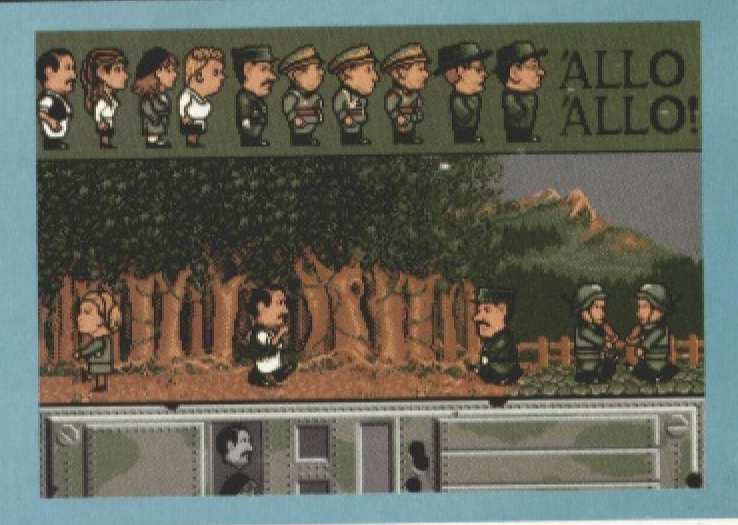
Good evening, this is the BBC... on the left, some scenes from the innuendo-filled goings-on in Alternative's *'Allo 'Allo* game - we were quite suprised to see how much the sprites look like their TV counterparts. Over on the right, the more serious (well, sort of) action of *Dalek Attack*. It's all very dark and broody, which is apparently what we can expect of London in the year 2254.

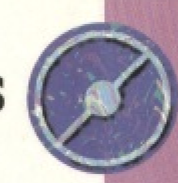
The game's set in London in the year 2254, when the evil Daleks have taken over the planet Earth and enslaved its population (a bit like the film with Peter Cushing, eh?). Their plan is to destroy the planet's ozone layer - Alternative is claiming that 'environmental issues' will play a major part in the story. Hmmm.

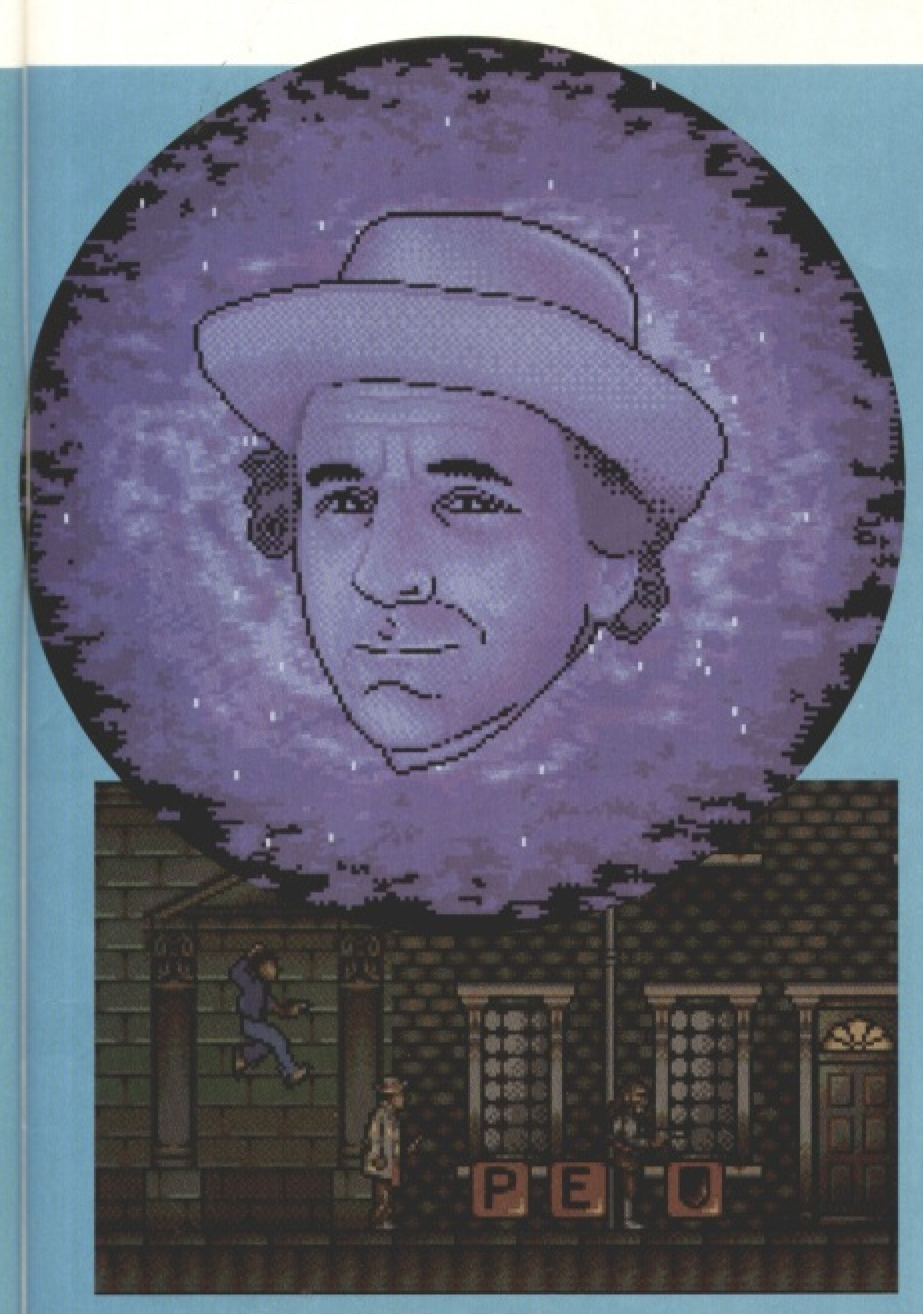
Anyway, you get to be Sylvester McCoy, running around the futuristic city in an arcade-adventure type thing, battling the Daleks and their Robomen. Obviously not wanting to incur the wrath of hundreds of fanatical Doctor devotees, Alternative is making sure the game stays faithful to the show, but is also bunging in a few new ideas of its own - the Daleks can now fly using hoverpads, for instance. Hopefully the special effect that accompanies this will be more convincing than the crappy one the BBC uses when the Daleks have to float up stairs.

On a much lighter note, there's *'Allo 'Allo*, the game of the 'popular' saucy wartime comedy. There's not a great deal of information available on this one yet, other than it's a comic-strip arcade adventure based around a 'crazy chase' to find the fallen Madonna with the big boobies (ho-ho). All your 'favourite' characters are in there, including the bloke who can't pronounce his vowels properly and the funny Nazis.

We understand that the spirit of the show has been retained, so expect lots of trousers falling down, suspender belts snapping and all sorts of other racy French frolics - although we're promised it won't be that naughty. In Alternative's own words, "It's aimed very much at the family market." We can't wait. Can you?



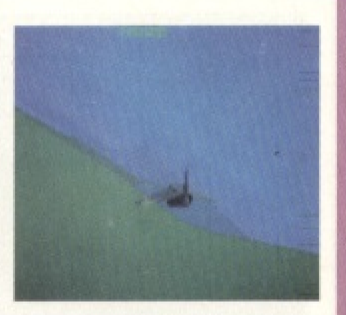








HARRIER CLEARED FOR TAKE-OFF



After earning their wings with the likes of *MiG-29* and, erm... *MiG 29 SuperFulcrum*, Domark are branching out with a new flight combat simulation based around the American AV-8B Harrier Jump Jet. It's currently being coded by Simis, the 3D afficionados behind the *MiG* games, who've been beavering away on it for the last year. Apparently the team worked on the real Harrier's airborne software during their time at British Aerospace, so if nothing else it should have some semblance of technical accuracy.

So what's the USP then? (That's Unique Selling Point to the unitiated.) Well, Domark claims that *Harrier Assault* (for that is its name) is a move away from conventional flight-sim ideology, because it mixes the 3D action with a proper strategic element where the player, as Commander of a Rapid Response Force, sets objectives for his troops on different missions, then flies support in the Harrier to help them do their job. There's also a special training section, where new pilots can prove their worth in a number of different testing aircraft, before trying the perilous controls of the famed VTOL jet.

It'll be interesting to see how Domark's game, out in October, stands up against the Harrier simulation that, as we speak, is being written by Vektor Grafix for Microprose and due out not long after. That' game has yet to be shown publicly but it's promising a lot. Could we be in for a one-on-one Harrier dogfight between the two games in the Amiga skies commencing this October? We think so, so it's tin hats all round and sing-songs in the Anderson shelter for us...



Flight sim fans should be in for a treat over the next few months, what with two Harrier games (Domark's one is pictured above) and Digital Integration's *Tornado* (see Previews) all on the way and looking dreamy. The question is, will any of the simple-minded lot at The One be able to get their heads round a spate of games that have controls more complicated than up-down-left-right-fire? *(probably not - Ed).*

STRIPTEASERS

...Anco has announced that the long-awaited Kick Off 3 is to be the company's last Amiga product. After enjoying massive success with the console versions of KO2, boss Anil Gupta has decided to plough all future efforts into more Sega and Nintendo work. There are still no more details to be had on Kick Off 3, nor on the equally long-awaited Player Manager 2, as no-one was available for comment at the time of going to press. Both games are still due before the end of the year but beyond that, your guess really is as good as ours...

...With the lucrative Christmas season getting closer every day, Ocean is revving up for what could be its biggest festive season ever. This month it took the wraps off its 1992/3 Amiga line-up - and it's a bulging bag o'fun if ever we saw one. The games you can expect to see appearing between now and the new year include an isometric-3D arcade adventure called *Universal Monsters*, the official licence of the forthcoming movie *Cool World*, a new Golf game which, we're told, blows everything else away, *WWF Wrestlemania 2* (woo!), *The Addams Family 2* (actually the tie-in to the film's spin-off cartoon series) and Maxis' *Sim Earth* and a futuristic arcade battler called *Robosport*. It's going to be a long winter...

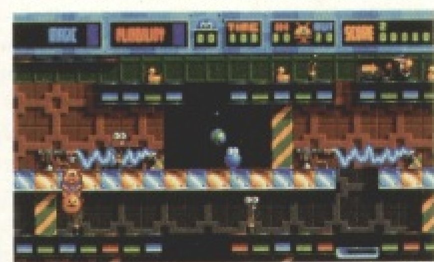
...Staying with Ocean, we've just heard that the company's supposed Lethal Weapon 3 licence (revealed two months ago) is in fact a generic Lethal Weapon game, encompassing scenes from all three movies. Apparently it was decided that there wasn't enough material in the third film alone to make a whole game, so instead they bundled the best bits of the trilogy together and... Hey presto. It's out for Christmas...

...Remember we told you a while ago that Team 17 were hoping to get Vic Reeves and Bob Mortimer to provide the sampled speech for their forthcoming cutesy platformer *Superfrog*? Well, the top comic duo unfortunately turned down the offer, so the hunt is now on for someone else to do the voices of Spud and Dudley...

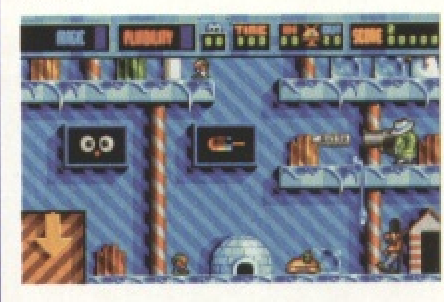
WE'RE PUTTY POTTY!

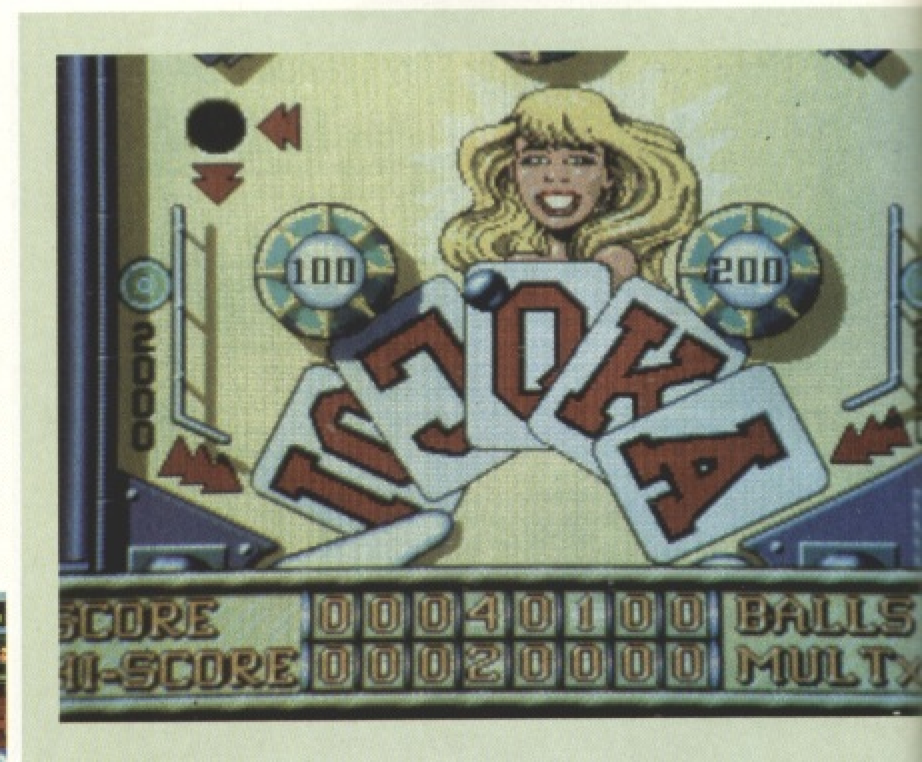
We know we've already previewed it, but we thought we'd sneak in one last mention of System 3's forthcoming *Silly Putty* before we review it next month. Why? Because it's looking jolly smart, that's why.

There's little to add to the preview information we ladled on a couple of months ago, but we can tell you that the guys and gals over at System 3 are on the verge of exploding Scanners-style with excitement over this



one - one spokesman confidently predicted that the wacky arcade funfest could become a phenomenon of almost *Lemmings*-like proportions. Well, of course, you've heard all that before - and so have we - and though we like what we see so far, we will of course be reserving our official judgement until next month. In the meantime, you'll just have to feast your eyes and wait patiently like everyone else...







ALL-NEW, ALL-STAR CAST!

Well, not really. The One's editorial team has moved through a phase of evolution and upheaval (or something), s now your favourite Amiga games magazine is being created by an even more streamlined, razor-sharp team of gaming commandos.

So what's happened, then? Well, snivelling turncoat Editor Jim Douglas has left to head up the launch of EMAP' super new official Nintendo magazine, so you'll not be reading any more of his acid wit. (Hooray! - The entire readership). What this means is that big boy Dave Upchurch is your flamboyant new Editor, and even bigger boy Gary Whitta his toadying Deputy. We've got a new Staff Writer too, but we can't say much at the moment because it's very hush hush and all that. But fear not, all shall be revealed next month.

Apart from that, nothing's changed. We'll continue to do good things (like getting those big stories first) and avoi doing bad things (like ending every other sentence with some peurile and over-indulgent quote from Wayne's Worl in our on-going mission to provide you with the best Amiga games magazine that money can buy. What a grea bunch of guys we are.



FLIPPING HECK!

You've got to hand it to the lads at Codemasters - they certainly know how to identify trends in the market and go after them. After watching the recent success of football games like *Sensible Soccer* and pinball games like the smart *Pinball Dreams*, they could have come up with just another clone of either type of game. But no! These boys have to go one better! So they've put both genres together and come up with... wait for it... *Soccer Pinball*!

Yes, we know, we didn't believe it at first either. But it's true, and here are the pictures to prove it. Basically, it's just a computer pinball game of the type we've seen plenty of times before, but all the tables have a footballing theme that's presented not just by the graphics, but in the gameplay too. "Never!" we hear you cry. No, it's true, honest. Use those flippers to boot the ball about the 'pitch', knocking players over as you go! Brilliant! The idea is to score three goals and progress to the next table, etc, etc.

Full marks for originality and derring-do - we'll see if the game itself's up to scratch next issue. It's due out within the next month or so at the ever-so reasonable price of £7.99.

(Left) Two of the footy-inspired tables available in Codemasters' forthcoming *Soccer Pinball*. No doubt the Codies will be cleaning up with soccer and pintable fans alike. Stay tuned to the Budget section for a full review real soon...

STRIPTEASERS

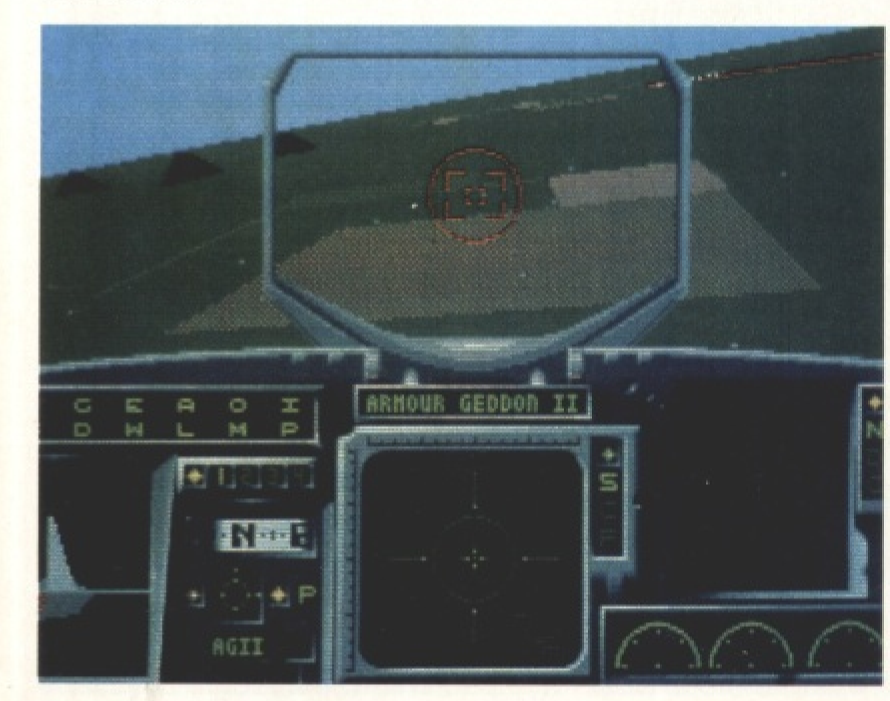
...Back in sequel city, it's been revealed that Domark is following up the success of its Rugby World Cup game with an all-new game based on the top sport. It's currently known as Rugby 2, would you believe...

...And still with Domark, flight-sim fans will no doubt be overjoyed to hear that the company is releasing a 'Head-to-Head' double pack comprising their own *MiG-29 SuperFulcrum* and MicroProse's *F-19 Stealth Fighter*. It costs £39.99 and is due out round about now...

...Mindscape sources have revealed that, not content with converting Wing Commander to the Amiga, they'll now be doing Wing Commander 2: Vengeance of the Kilrathi as well! It's currently listed on the company's internal release schedules for April next year. Better start saving up now...

ARMOUR-GEDDON SICK OF THIS...

Here's a piccy of the new one from Psygnosis, *Armour-Geddon II*. It is, of course, the sequel to *Armour-Geddon* (Doh! - Patronised readers) and is due out in October at £25.99. Due to the notoriously vague nature of Psyggy press releases, there's not really a great deal to tell you, apart from the fact that the boys up in Liverpool almost making themselves sick with excitement over the claim that this is MUCH BETTER THAN THE ORIGINAL (no surprises there). If it is it will be well smart, as the original was a right cracking corker of a 3D shoot-'em-up. We await a finished version with bated breath.



THUNDER WRISTS!

We've had an overwhelming response to the on-going *Waggle-O-Mania* competition we set on last month's Letters page. Unfortunately the standard of entries has been pretty weak, with most efforts being easily toppable by us here in the office using only one hand! However, there have been a few outstanding achievements, the best of which being that sent in by Mr C. Baker of Coulsedon in Surrey. His score of 330047 is one that even we found hard to beat, so he could well be on his way to picking up £150 worth of Amiga software. The competition's staying open for one more month, so you've got 28 days to beat C.B.'s effort. So get waggling, and remember that we MUST have a photograph of your screen to prove you actually did the deed. The address is: WAGGLE-O-MANIA, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The clock's already ticking...

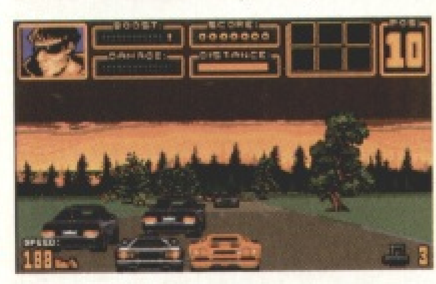


Can you topple C Baker's massive score of 330047? Frankly we doubt it, but it's well worth trying with £150 of software up for grabs. Get to it!

Recommended...

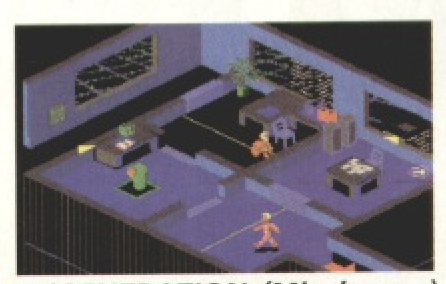
Time to put away all the preening and posing and get right down to it. Just what are the best games to be released over the last couple of months? Well, if you ask us...

CRAZY CARS III (Titus)



If you've got any bad memories of the first two Crazy Cars games then this should eradicate them once and for all. If you imagine *The Cannonball Run* (racing across America pursued by the cops) on the Amiga then you should get some idea of what *Crazy Cars III* is all about. Blisteringly fast, incredibly responsive and unbelievably playable, CC3 is up there with Lotus and Jaguar.

90%



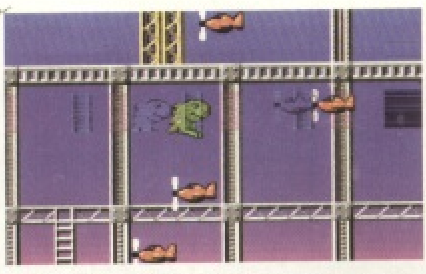
D/GENERATION (Mindscape)

On for the nostalgia fans. *D/Generation* is nothing special to look at (it's all done. in simplistic isometric-3D) or listen to (a few bleeps and burbles) but to play it's something else entirely. As a heroic courier exploring a scientific lab overrun with weird mutants, it's your job to solve the puzzles in every room and rescue the trapped technicians. Quite simply the most fun we've had in a long time.

89%

HOI (Hollyware)

What the...! Where did this spring from? Out of the blue hops this little fella, *Hoi*! As you can probably tell, it's a colourful, scrolly platform



game set over five HUGE levels, packed full of endlessly-inventive surprises and beasties. It does have the odd rough edge but playability-wise it's a big soppy dream, and it's one we think you'd do well to share.

90%

LURE OF THE TEMPTRESS (Virgin)

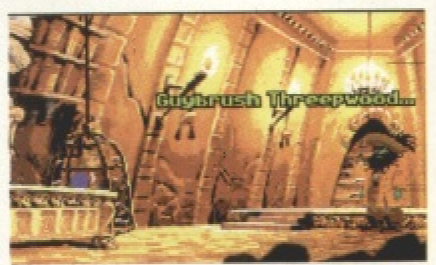


Another addition to the graphic adventure genre lorded over by the likes of Lucasfilm and Sierra. But this one has a big difference - it's Made In Britain! And you can tell, because it's as big as any of the US games but comes on just four disks. Ah, the relief. Although not as exuberant and weirdly humourous as *Monkey Island 2*, *Lure* is still a first-rate stab at the genre and bodes well for the future.

90%

MONKEY ISLAND 2 (US Gold)

Sheer bloody brilliance. Basically more of what you got in the first *Monkey Island* only bigger, better



and funnier. The graphics are exquisite and the animations frequently hilarious. Coming on 11 disks, swapping is an obvious problem but it's not as bad as you might think due to some nifty coding. Quibbles aside, the best graphic adventure on the Amiga. We can't wait for Indy IV...

94%

CHARTS Month Ending 27th July 1992

FULL-PRICE TOP 40

1 SENSIBLE SOCCER (Renegade)
2 MONKEY ISLAND 2 (US Gold)
3 FIRE & ICE (Renegade)
4 LURE OF THE TEMPTRESS (Virgin)
5 THE GAMES ESPANA 92 (Ocean)
6 CIVILIZATION (Microprose)
7 DYNABLASTER (Ubisoft)
8 ISHAR LEGEND OF FORTRESS (Silmarils)
9 PROJECT-X (Team 17)
10 EPIC (Ocean)
11 PINBALL DREAMS (21st Century)
12 DUNE (Virgin)
13 FORMULA ONE GRAND PRIX (Microprose)
14 FLOOR 13 (Virgin)
15 CHAMPIONSHIP MANAGER (Domark)
16 HOOK (Ocean)
17 PGA TOUR GOLF + (Electronic Arts)
18 STRIKER (Rage)
19 JAGUAR XJ220 (Core Design)
20 PACIFIC ISLANDS (Empire)
21 D/GENERATION (Mindscape)
22 MEGAFORTRESS (Mindscape)
23 OH NO! MORE LEMMINGS (Psygnosis)
24 MEGA LO MANIA/THE FIRST SAMURAI (Ubisoft)
25 LEGEND (Mindscape)
26 MEGATRAVELLER 2 (Empire)
27 EYE OF THE BEHOLDER 2 (US Gold)
28 THE ADDAMS FAMILY (Ocean)
29 F-15 STRIKE EAGLE II (Microprose)
30 ALIEN BREED (Team 17)
31 THE MANAGER (US Gold)
32 DARK QUEEN OF KRYNN (US Gold)
33 SPACE CRUSADE (Gremlin)
34 ROBOCOP 3 (Ocean)
35 CASTLES (Interplay)
36 DOJO DAN (Europress)
37 THE BITMAP BROTHERS VOLUME 1 (Renegade)
38 MYTH (System 3)
39 PARASOL STARS (Ocean)
40 RAINBOW COLLECTION (Ocean)

BUDGET TOP 20

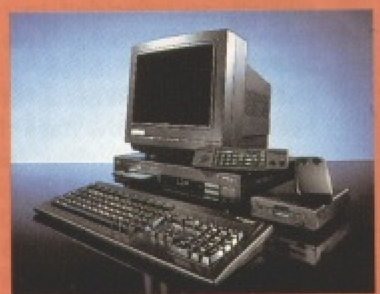
1 PANZA KICK BOXING (Kixx)
2 MAGIC LAND DIZZY (Code Masters)
3 TURRICAN 2 (Kixx)
4 BUBBLE BOBBLE (The Hit Squad)
5 FALCON (Digital Integration)
6 PANG (The Hit Squad)
7 MANCHESTER UNITED (GBH)
8 JAMES POND (GBH)
9 SUPER OFF-ROAD (Kixx)
10 F/A-18 INTERCEPTOR (Star Performers)
11 IK+ (The Hit Squad)
12 RICK DANGEROUS (Kixx
13 NORTH AND SOUTH (Digital Integration)
14 PRO TENNIS TOUR (Hit Squad)
15 SUPER HANG-ON (Hit Squad)
16 BATTLE CHESS (Star Performers
17 THE NEW ZEALAND STORY (The Hit Squad)
18 RAINBOW ISLAND (The Hit Squad)
19 ITALIA 90 (Tronix)
20 WORLD CLASS LEADERBOARD (Kixx)

THIS TIME LAST YEAR

1 FULL CONTACT (Team 17)
2 F-15 STRIKE EAGLE II (Microprose)
3 MANCHESTER UNITED EUROPE (Krisalis)
4 LOMBARD RAC RALLY (The Hit Squad)
5 THE SECRET OF MONKEY ISLAND (US Gold)
6 XENON 2 (Mirror Image)
7 PGA TOUR GOLF (Electronic Arts)
8 FANTASY WORLD DIZZY (Code Masters)
9 EYE OF THE BEHOLDER (US Gold)
10 NORTH AND SOUTH (Action 16)

The One's monthly Amiga charts are provided by Microbyte.





Monitor not included

The poor old posty nearly collapsed under the weight of letters we received this month. And what was the subject of 99.99% of them? Why, the good old 'Is SensiSoccer better than Kick Off 2?' debate, of course. The general consensus seems to be in favour of KO2. Other than that, software piracy continues to be a bone of contention amongst many of you and - at last! - the Secret of Monkey Island is revealed. At least, we think it is...

If you have any views you want to air then write to us at: Letters, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. If you're a bit flash then you can also FAX us on: 071-972-6710.

CAN DINO DELIVER?

Dear The One,
I am an avid Dino Dini fan and I can't get enough of Kick Off 2. I have purchased every single title he has released and think they're the best things I've ever spent money on. (And just for the record, Kick Off 2 thrashes the pants off SensiSoccer!) Whilst reading The One a couple of months ago, I learned that Dino was soon to be releasing Kick Off 3. This was brilliant news and I started licking my lips and saving my pocket money in anticipation of that magical day when I would see the game sitting on the software shelf begging me to buy it.

BUT, the thing that's worrying me is that I can't see how Mr Dini can improve on Kick Off 2! So what I am asking is "What is Dino going to include in Kick Off 3 to make it better than its older brother?" As far as I can see, he's on a lost cause, as Kick Off 2 was the absolute perfect footy game and there was only one small thing wrong with it - often your players perform a sliding tackle when you don't want them to and this I find bloody annoying!

Steven Statham,
Nottingham.

Believe you me, we're as interested to find out what Mr Dini's up to with Kick Off 3 as you are. All we know so far is that's due for a late Autumn release around October/November. Suffice to say, as soon as we know anything more so will you.

MORE MONKEY BUSINESS...

Dear The One,
I have figured out what the Secret of Monkey Island is. It is that there is no Monkey Island or, for that matter, any other island because it's all one big fairground ride. LeChuck is your brother Chuckie and he is after you because your parents sent him to get you. Weird? Yes, and a little bit disappointing because I can't see any way they can make a Monkey Island 3 unless they bring it into the 'real' world.

Ben Archer,
Bradwell,
Near Great Yarmouth.

Er... Yes... Of course...

PIRATES AHOY!

Dear The One,
I don't want to sound like an old grandad but here I go. Yes, it's piracy - why do they do it? The people who crack games obviously know what they're doing so why don't they use their knowledge to do something creative like writing games? If they did I'm pretty sure that they would feel well ripped off if some one who liked the game pirated it instead of buying it. So, all you crackers out there, take my advice and do something creative for a change. You never know, you might even make some cash out of it!

Simon Alton,
Shifnal,
Shropshire.

This is something we've been saying for a long time. There's little doubt that these pirates know their Amiga 'stuff', but their talents are sadly misdirected. It's sheer laziness, we suspect. It is, after all, far easier to rip somebody else's stuff off rather than create anything of your own. Sad, really.

CONFESSIONS OF A PIRATE

Dear The One,
When I was nine my friends were all into computer games. So, after much pleading, my Dad bought me an A500. I had great fun completing New Zealand Story and Batman but then I became bored with the games I had and began looking for some new ones.

Then one day a friend came around with about seven games, all full-price. With a disk duplication utility I went through them all, copying the games. It was only later that I found out it was illegal to do this but I told myself that it didn't matter and you don't hear of anyone getting caught, do you?

So I went on copying. It was easy. I found regular contacts at school who would swap copied games with me so over a couple of years I built up quite a collection of games. I could expect to get around six games a month but the really sad fact is that I was still bored with the games I got. They would only last about three days before they were consigned to the back of my two bulging disk boxes.

Then one day I received a copy of Another World, my all-time favourite game. Imagine my supreme frustration when the pirated game crashed crashed just after you'd been launched from the arena. Frustrated, I stormed off to Boots and actually bought it. I was amazed how much I still enjoyed it even after completing it three times over. Then I went and bought Kick Off 2 (the expanded version) and enjoyed it as much as Another World.

As I'd bought these games I felt no guilt because I wasn't depriving Anco and Delphine of their dosh for producing such brilliant games. I then realised that I had about £1000-worth of stolen software in my possession, so I decided to re-format them each night before I went to bed and I'm almost finished.

I now feel much better with myself I can tell you. I now have three new games bought from the shop down the road and they're all excellent - Project-X, Jaguar XJ220 and Wolfchild. Now my disk boxes are only filled with blank disks. I wrote this letter as a confession and as a warning to all pirates; as a confession because I am truly and deeply sorry for what I have done and as a warn-



HEY, HEY, YOU'RE THE MONKEES!

Dear The One,
After reading David Abbott's letter last issue I was left thinking "Just what is the secret of Monkey Island?" After many hours spent considering this vital question I happened to glance at your Reviews Introduction page. A distant memory from my childhood stirred in my brain. Something looked vaguely familiar...

Suddenly it struck me! (And the cover fell off the magazine.) Yes, your secret is out! Come on now, it's no good shuffling about and looking guilty - you've been rumbled. The composition of your photos and the zany expressions on your faces... Need I say more?

Very well, if you're not going to admit it then I'll have to tell everyone. You've been watching the hit 60s TV show 'The Monkees', haven't you? Your photos bear more than a coincidental similarity to the intro to this piece of televisual history. What!? You're still denying it? Okay, turn to page 36. Yes, that's right. You mention a certain Dave Jones. Wasn't he The Monkees drummer?

I'm afraid you're no match for my deductive abilities. Evening all!

Steve Richardson,
Blyth,
Northumberland.

Bah! And we would've got away with it too if it hadn't been for you pesky kids...



ing to casual pirates who are cheating themselves out of great games by not buying them.
Name and address withheld.

A tragic tale indeed. Not only is software piracy illegal, immoral and depriving software companies of the revenue to develop new Amiga games, it's also ruins your enjoyment of the games. Good software takes time to enjoy - you don't get anything out unless you put something in - and if you've got a stack of twenty new (copied) games to try out chances are you'll be so keen to move onto the next title that the one you've just loaded up will only get a cursory 'once over' before it's consigned to the 'seen it, done it' pile. Piracy not only shortchanges the softcos, it also shortchanges the pirate.

TIPS SLIPS

Dear The One,
In your last Letters page there was a letter called Radio Ga-Ga which dealt with the problem of tips and complete solutions coming out before anyone's had a chance to even purchase the game. So what do you in the very same issue? Well, exactly the same thing.

I'm talking about Monkey Island 2, of course, which has only been out for a few months yet there it is - a complete solution. How are people supposed to enjoy a game if they complete it in a couple of hours? It takes the whole fun out of the game and, let's face it, that's what it's all about. I feel that tips and complete solutions should only be used as a last resort.

I know what you're thinking - just don't look at the solution. Well, I can tell you it's just too tempting not to. Say you're stuck on Monkey Island 2. The first thing you do is take a peek at a solution rather than try to sort out the problem for yourself, which is far more rewarding.

I suggest you wait a bit longer before printing your solutions, so that people can get the most out of their games, especially when Monkey Island 2 costs over £35.

**Andrew Smith,
Farnham,
Surrey.**

Judging just when and how to print tips, especially complete solutions, is always tricky. On the one hand you don't want to be too early or, as you say, a lot of people's fun will be spoiled while on the other hand you don't want to be too late or people will have given up on the game you're tipping and forgotten all about it. We like to think that we got it about right with Monkey Island 2. For one thing the solution is spread out over three months (the second part is in this issue) so that players have plenty of time to make their own progress before the next instalment appears. Also, by presenting the solution like a 'story book', anyone stuck can scan the page for a picture that relates to their predicament and just read the corresponding caption and no more. Hopefully, this will be enough to help the player on their way. And don't forget that, at the end of the day, no-one's forcing you to read the solution. If you can't resist the temptation, well...

A CLASSIC UNDERACHIEVER

Dear The One,
Me being a classic underachiever I thought it would be an idea to store information on a disk rather than my brain. So, I started to flick through Commodore's manual 'Using The Amiga Workbench 2.04'. Then, to my delight, I found a chapter on 'Storing Information On A Disk'. So I loaded my Workbench and to my great disappointment I found that by carefully following the manual step-by-step I managed to scrub my Workbench disk clean - and me with no back-up either (stupid me). You are probably wondering what the point of this letter is. Well, I'll tell you in nice big letters - WHY ON EARTH CAN'T COMMODORE MAKE THEIR BLOOMIN' MANUALS EASIER TO UNDERSTAND? I asked my dad, who is normally a whizz at following instructions, to take a look but he didn't even know what half the words meant! Please could you send me some software to take my raging mind off COMMODORE MANUALS!

**Steven Hay,
Newtin Mearns,
Glasgow.**

This sounds like the sort of letter Sergeant Software used to get when he was on his tour of duty with The One. We sympathise with your manual problems - they tend not to be the best written things in the world if you're a computer novice. In fact, we were so overcome with pity for you that we were going to despatch some software to you but how do we know that you're not going to do something foolish with any disks we send you and end up erasing them as well? Sorry, we think we'll keep 'em here where they're safe...

LOVE LETTER

Dear The One,
I would like to take this chance to give a special mention to Graftgold. Andrew Braybrook and the rest of the team have time after time produced some of the best games to ever come out on the Amiga and that makes us Amiga owners proud to possess such a fine machine.

It was great to read through the start of the Uridium 2 Diary - it was a brilliant game on the C64 and I'm sure I won't be disappointed with it on Amiga.

I would like to ask one question, though: Does Andrew have any future plans to convert Morpheus to the Amiga? It was a great game on the C64 and I'm sure it would convert well.

Also, thanks for the player's guide to Fire & Ice. Hopefully now I'll be able to find more of those hidden levels and rooms!

**Steve Allan,
Brighton.**

Aaah, how sweet! It's always nice to know that some of you out there do appreciate the creative, hard-working talents behind today's top games. As for Morpheus on the Amiga... Well, who knows what'll happen. At the moment Andrew's got his hands more than full enough with Uridium 2 (by the way, glad you're enjoying the diary) but after that it's anybody's guess as to what he'll do next. I wouldn't hold your breath though...

STAR LETTER

...AND YOU COULD LEAVE YOUR FRONT DOOR OPEN...

Dear The One,
Is it me or am I correct in thinking that more and more games are clones of other games, which in turn are clones of others? We've had numerous 'God' sims and with the Olympics starting there will no doubt be hundred of 'Track and Field' rip-offs. Can't games designers think of any original concepta any more?

When I had my C64 in its hey-day, there were loads of original games out. Who can forget Bounty Bob or Star Paws, for example? (Who hell they? - Ed.) I still own my C64 and still play on it. It's a joy to look back and replay the old games.

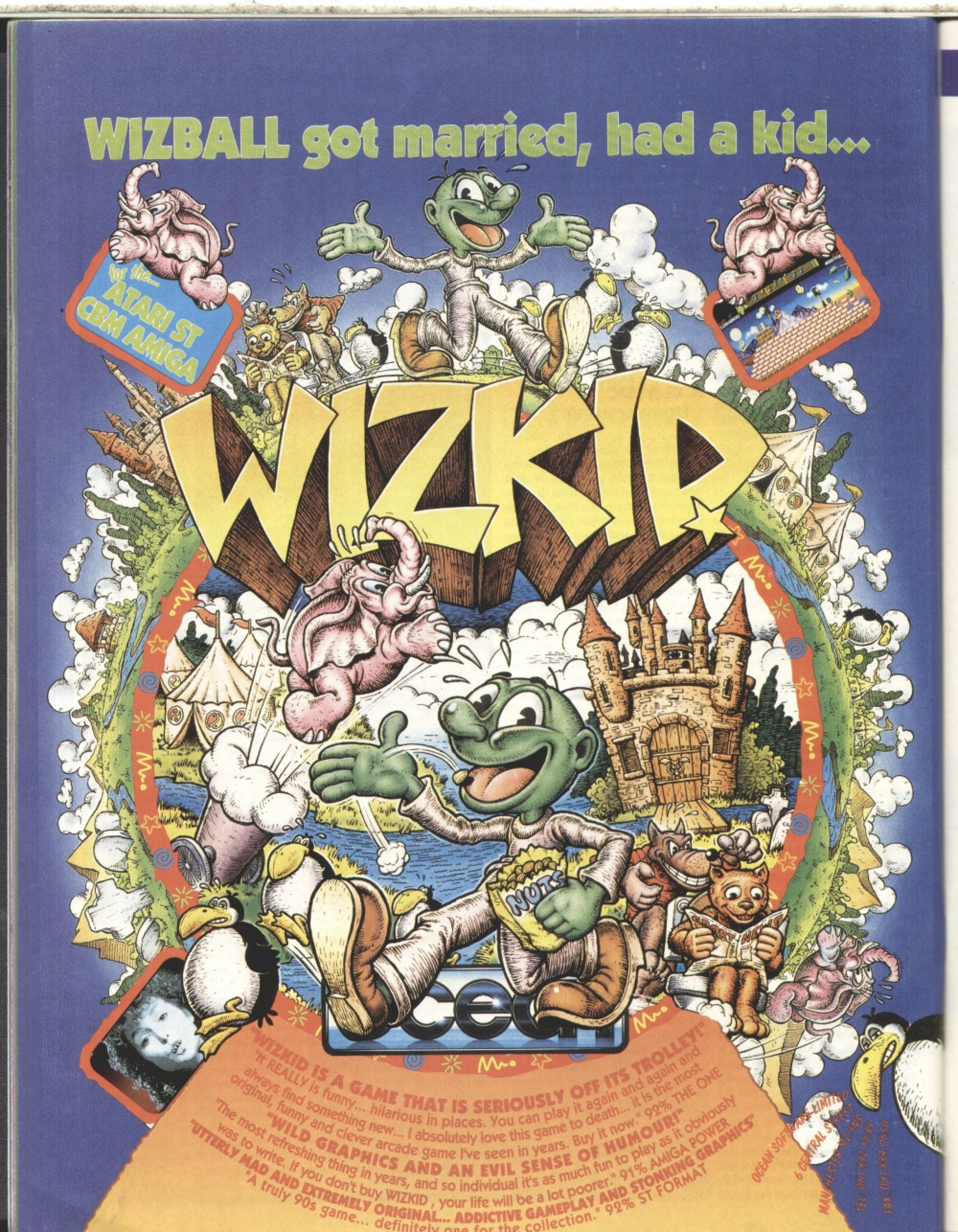
Many people keep going on about the point-n'-click system used in today's adventure games. But can you remember Spellbound and its brilliant 'Windowmation' technique? Some credit must go to the guys who developed this. The list goes on and on. I could talk all day about the likes of Kickstart and Seaside Special. (Remember that?)

What I'm trying to say is that I don't want the Amiga to go down that eternal hell-hole of clones and unoriginal game designs that plagues the Speccy and C64 in its last days.

I (and no doubt many others) would love it if old 8-bit games were given a new lease of life on the Amiga and spiced up with better graphics and sound. Now that would be great!
Brendan Phoenix,
Crumpsall, Manchester.

Hang on! One moment you're pleading for original games and the next you say you want to see old games converted onto the Amiga! Actually, we won't chastise you too much because all of us at The One office have a special place in our hearts for some of the old 8-bit hits, which is why we're well chuffed to be the printing Andrew Braybrook's diary about the creation of Uridium 2 on the Amiga. If only others would follow his lead and revive some more ancient classics. Games we'd personally like to see resuscitated include Impossible Mission, Dropzone and just about any Ultimate title, such as Knightlore, Underwurlde or Sabre Wulf.

As to your complaint about the lack of original Amiga games, we think you're being a little blinkered. What about games like Pushover, Shadowlands, Civilization and Dune, to name but four titles that have appeared in the last few months? All are original game concepts. Sure there are lots of rehashed ideas doing the rounds, but as long as they're done in a slightly fresher way or better than what's gone before there's nothing inherently wrong in that. Look at The Addams Family, for example. There's nothing particularly original about it but as it's all been done so well who cares?


WIZBALL got married, had a kid...
for the... ATARI ST CBM AMIGA
WIZKID
NUTS
SPORTS NEWS
ocean
"WIZKID IS A GAME THAT IS SERIOUSLY OFF ITS TROLLEY!"
"It REALLY is funny... hilarious in places. You can play it again and again and always find something new... I absolutely love this game to death... it is the most original, funny and clever arcade game I've seen in years. Buy it now." 92% THE ONE
"WILD GRAPHICS AND AN EVIL SENSE OF HUMOUR!"
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A game without FRONTIERS



As David Braben continues to hammer away at the sequel to his blockbusting space opera Elite, Gary Whitta popped back up to Cambridge on the Network Southeast for the second, more detailed and, of course, utterly EXCLUSIVE look at how the biggest game of the decade is coming together. Returning with a tape cassette full of quotes and a disk packed with some of the juiciest screenshots in the Western Hemisphere, he is, as they say, well pleased with himself...

Bloody Hell, it's hot. And no, I'm not talking about Elite 2. Although I could be because it is. But anyway - no, the prime source of my sweatiness is the unusually blistering weather that's assaulting Cambridge as I step off the train. Fortunately it's only a short toddle to where David Braben can be found slaving over a hot keyboard, frantically trying to make Elite 2 'happen' in time for its release via Japanese giants Konami at Christmas. The inordinately long time that the game has been in development once prompted a Konami official, when asked about the release date, to reply: "It will definitely be coming out at Christmas. Just don't ask me which one."

Fortunately, it's at last looking as though Elite 2, despite its monumental scale and the amount of work still to be done, will hit its completion date and all will be right with the world. For a start, a proper name for the game has at last been decided - it's to be called High Frontier, with Elite 2 (or perhaps "The Sequel to Elite") appearing as a prominent subtitle.

But, as anyone involved with software development will tell you, it doesn't do any good to get complacent, particularly during a project's later stages, so Braben is currently battening down the hatches to make sure that everything he still needs to do is done on time.

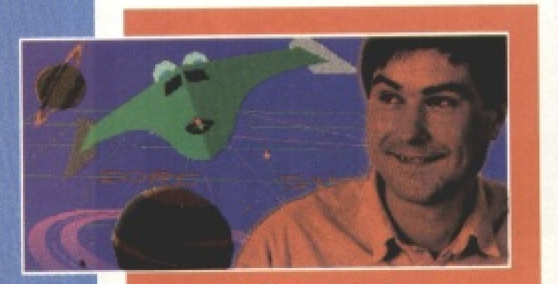
If you read last month's first part, you'll know that that's still quite a lot. Although the game's play environment - a working model of our home galaxy, precise to the finest detail from the distances between solar systems to the orbits and surface details of each individual planet and moon - is more or less complete, the complex mechanics that Braben must implement in order to make the program function as a playable game still have a long way to go before they're working properly.

Seeing it a month later, there seems to be a lot more actual 'game' in there now - when docking at a space station, you can visit various departments, trade in goods, upgrade and repair your ship and visit the bulletin board to check up on situations vacant and wanted (basically a greatly enhanced version of the original game's missions).

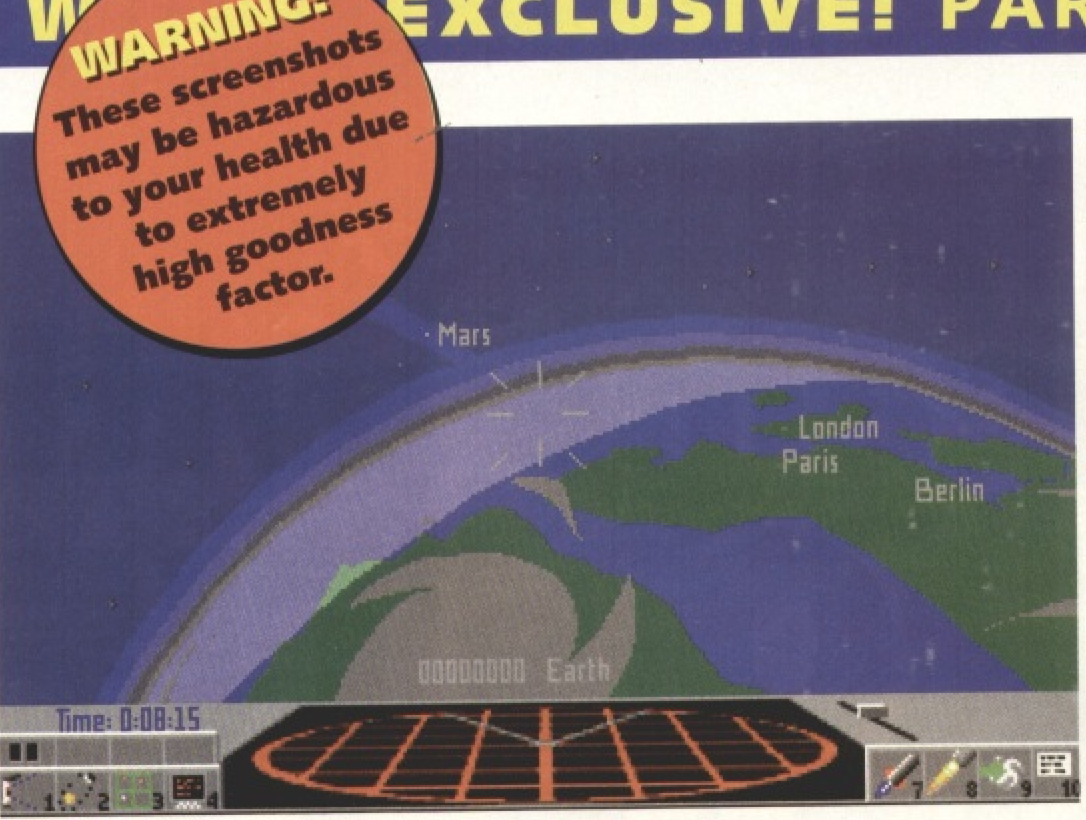
But although the front end may be looking smart, the only element that's actually working is the goods trading - and Braben's well pleased with it. Rather than having to transport goods from place to place to make a profit, the player can make money simply by staying docked and watching market prices fluctuate. The prices of goods go up and down as other traders in the station buy and sell, so it's a little like playing the stockmarket - buy low, then sell high to make the profit.

High Frontier's more complex elements, like interacting with computer-controlled characters and giving these members of the supporting cast artificial 'life', are the next items on Braben's agenda. Creating characters that seem to have lives of their own is no easy task and though Braben acknowledges that he's quietly bullish that he can

WARNING: These screenshots may be hazardous to your health due to extremely high goodness factor.



"Elite 2 just doesn't compare to my previous 3D stuff - it's very much more sophisticated."





achieve his extravagant aims. "Obviously it's quite a difficult thing to do, but I'm confident it will work," he says.

In a typical situation, for example, an advertisement on the bulletin board offers a reward for information about a missing person who you may have seen hiding out in another system. But passing on that information could result in you becoming a target for assassination as it's revealed that the party after said missing person are Mafia-style baddies who don't want any witnesses to their villainous dealings. In another, an anonymous character offers a huge amount of cash for passage to another planet with "no questions asked". That last statement, plus the dosh involved, is enough to suggest that taking the job could end up with you being pursued by the galactic Navy, the police or even worse.

So how does it all work? "Well, there are lots of individual characters that the computer constantly keeps tracks of and it will generate new ones to replace those that have been killed," explains David. "There will continuously be new ones added, just to keep the game changing. So although there will be a large body of characters that you will deal with, you will always see some people disappear and new ones arriving."

As to how many of these supporting players there will actually be, David is unsure. "It's a non-specific amount of the moment, mainly because of the memory they take, but it's likely to be somewhere in the region of a thousand. It's quite a lot." It would have to be, with David planning to have every single ship in the game piloted by a real character - there are no "drone" ships that are there simply for the sake of it - with possible far-reaching repercussions each time you shoot one down in combat. "The thing that is a bit of a variable between now and when the game is completed is just how much of that is implemented," he explains.

Technically, Braben is confident that what he's doing with Elite 2's 3D graphics is going to, not to put too fine a point on it, blow a lot of people away. When asked how his work here stands up against his previous 3D projects and contemporary vector-based games, he says simply, "It just doesn't compare - it's very much more sophisticated. The whole thing's very hierarchical, so you can add bits on bits with no problem at all. Just on the speed side it's much much quicker - much quicker than the Virus routines for instance. The original Elite had a very different set of restrictions, like the memory was really tight. We had to get the whole game into 22K!"

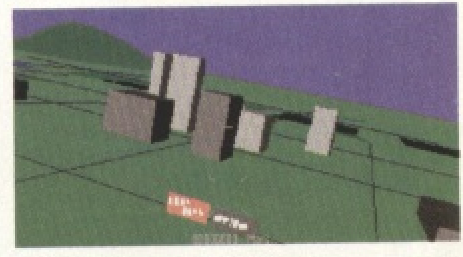
For the purposes of development, David is working from an Amiga 2000 with a built-in accelerator card that boosts the machine's 68000 processor to the speed of a 68030 - this allows him to play around with the 3D world at fifty frames a second, the smoothest update possible. Even with the 'rocket card' disconnected, the game runs at an impressive rate of knots, but if anything it will be detail more than speed that is set to stun the end user - as the screenshots here testify. Braben's "different approach"

(Above) The planet Earth in all its greeny-blue glory, as seen in High Frontier. Wherever possible, Braben has modelled surface detail on the real thing, so in this shot you can clearly see the familiar shapes of Europe, Great Britain and Africa. Major cities are marked out to help players find their destinations more easily.

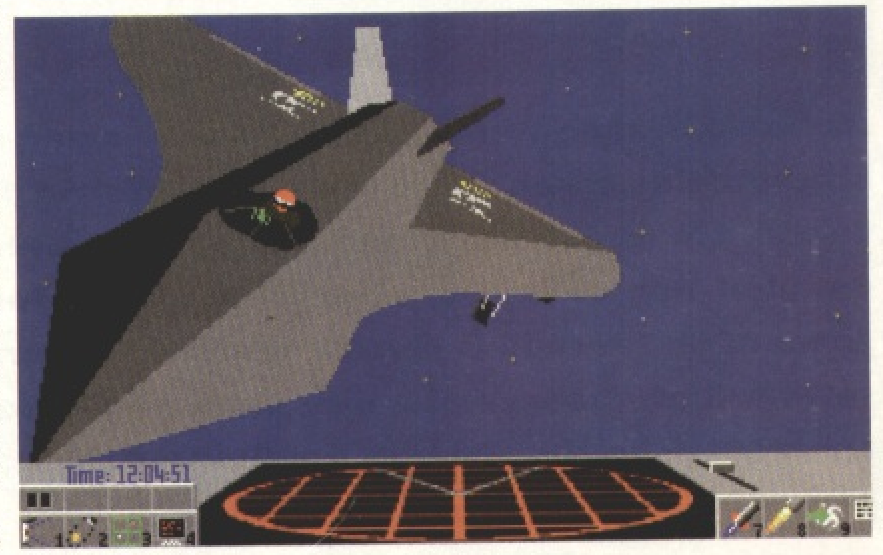
(Below) One of High Frontier's more sophisticated spaceships, the Hawk. Like all the rest, it's assembled from a library of individual components - note the landing gear and pilot in the cockpit. Though capable of space travel, these more "plane-like" ships would be more commonly seen flying over planet surfaces.

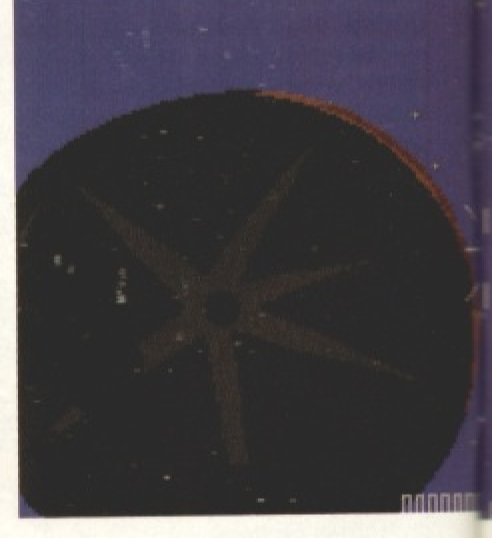


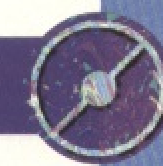
High Frontier's rather impressive level of surface detail may be a little too much for the humble Amiga at times, so speed-hungry players will be able to simplify the graphics. So a typical shot of a city in high detail like this...



...becomes this on the lowest settings. Frivolous details, like building lights and ad hoardings are removed, and only the major structures remain. The result is less interesting, but a hell of a lot smoother.

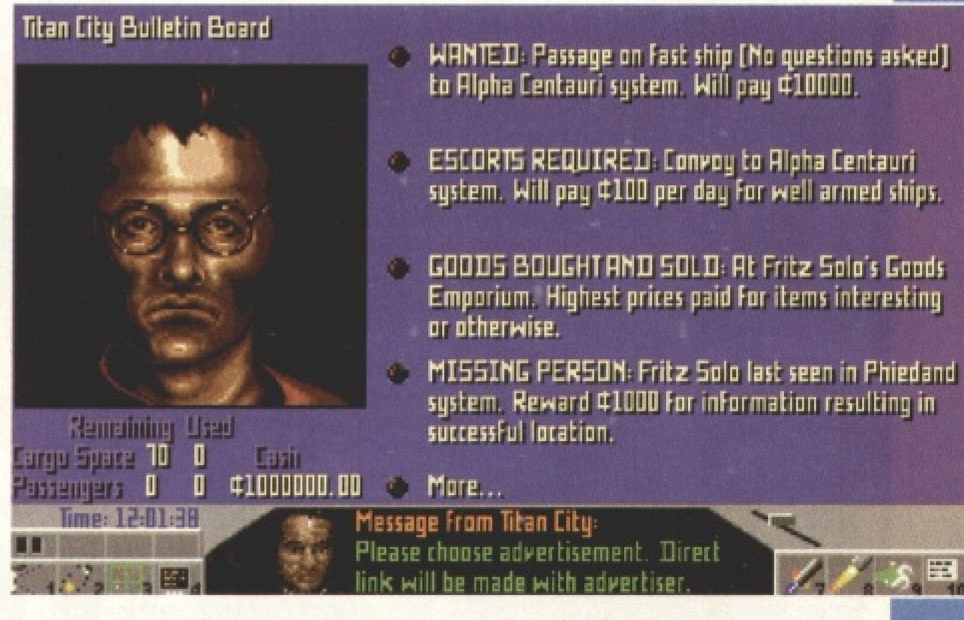




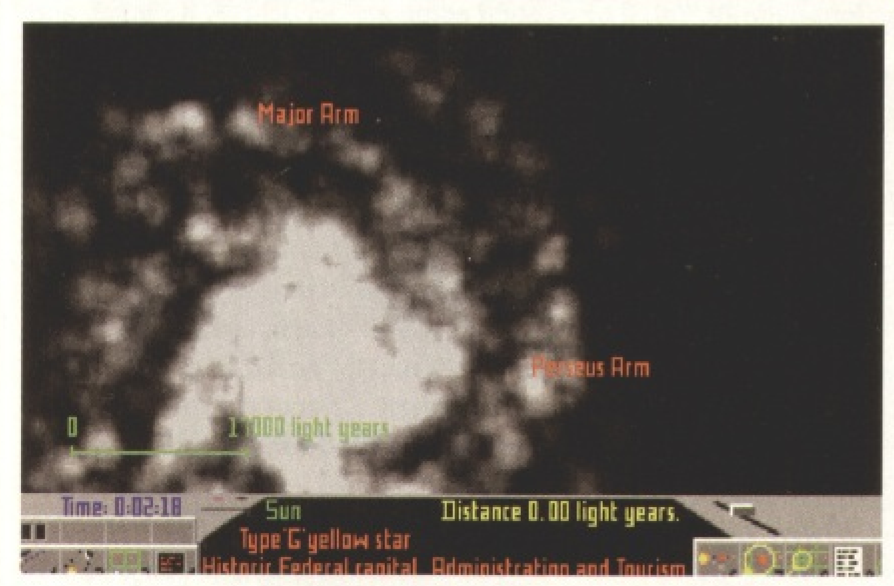




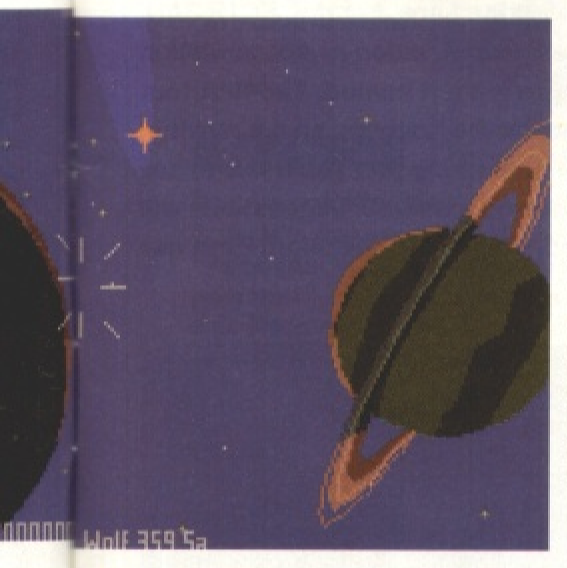
(Left) Flying high over a typical city in High Frontier. Each population centre is created using a specialised design algorithm to recreate the look of a real city. The big, close-together skyscrapers form the central industrial area, then the buildings get smaller and more widely spaced as you come out, breaking down into suburban housing districts, parks lakes and mountains in the outer regions. For the sheer hell of it, Braben has programmed the clock in this city's local church to keep the correct time.



(Above) A scene from one of the game's thousands of space stations - this is the bulletin board, where goods and services are advertised. The face of the characters on the left change as you move from station to station - created by artist Paul Mitchell, they're made up of hundreds of photofit-style sets of eyes, noses, mouths and hairstyles that are pieced together to create the millions of different faces the game requires.



(Left) As well as the system and star maps, a complete view of the game's entire playing area is available - it measures roughly 100,000 light years from side to side. As the player zooms in and out of the map, the image is "cleaned up" by the program to give the nicest picture of the Milky Way possible. At this distance, only the largest features, like the Major Arc and Pegasus arm can be seen. Zooming in closer will reveal systems and, closer still, individual planets and moons.



(Left) As you venture further out into the galaxy, planets have less friendly names. Forget about Venus, Jupiter and Pluto - you're looking at Wolf 3595a. From this distance the orbiting moon looks bigger than the planet, which means that Wolf itself is some distance away. Gas planets like this one were to have Bespin-style floatinf cities beneath the atmosphere that would allow traders to "land". Now, as the project reaches its later stages, it looks as though ambitious features like this simply won't have time to be included.

to vector graphics techniques has produced a level of detail that's way beyond any of today's 3D offerings. Ships, space stations and other structures are designed using a specialised construction kit program - individual working components, such as engines, cockpits, wings, undercarriages and weapons are defined separately, then bolted together to produce literally hundreds of different ship types.

The same 'kit car' system that's used to design ships is also used to allow pilots to customise them in the game. When weapons and other shipboard systems are bought, they appear not just in the equipment inventory, but can be seen physically attached to the hull. A ship like the Cobra MkIII that the player starts out in is, in its standard form, a single 3D polygonal shape but, as new gear is bought, the 3D program snaps on the relevant shapes. Players will be able to use the system to their advantage, as it's easy to see instantly how well equipped other ships are and thus avoid any suicidal confrontations with heavily-armed fighters.

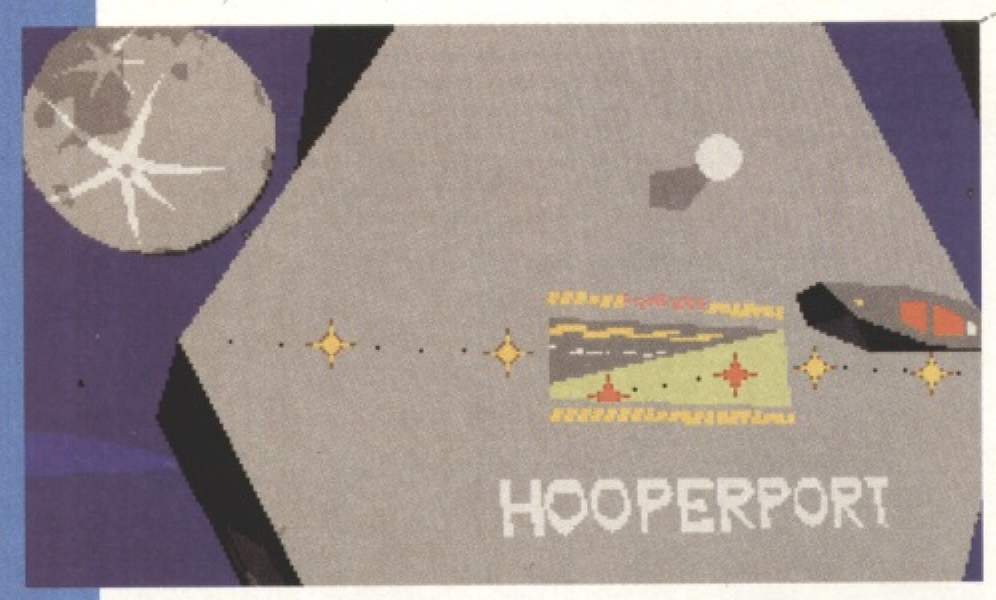
Most of the 3D code that handles all this stuff - including the layout of cities, fighter combat tactics and everything else - is pretty much functional at this stage, but with the completion date now only a few months away, David is having to become more realistic about what more he can and can't do. Some of his more ambitious plans, such as creating floating 'cloud cities' (as seen in The Empire Strikes Back) to enable contact with gas planets with no solid surface, may not make it into the final game.

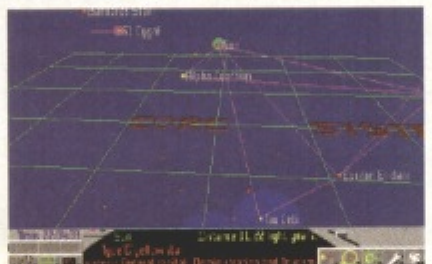
The time for adding radical new game elements is pretty much over - David's now got to concentrate his time on screwing down existing elements and putting together the rest that will make the game play properly. "I'm trying to get what's in there now to be nice and consistent, and to work well. It's very important, for example, that the interaction with other characters works."

"It depends how you define playable," he continues. "It's technically playable now, in the sense that you can buy and sell things and improve your ship. From now until the end of the project it will become more and more playable." When asked if it's easier to design a game like High Frontier, which is completely open and 'free-range' with its gameplay and objectives than a more conventional mission-based affair like Epic, David bristles a bit. "No, it's not, it's an absolute nightmare," he says authoritatively. "You have to program the game completely generally. A lot of games are like railway lines, with just a few junctions. But this is very generel and has to cater for the player doing absolutely anything. With more rigidly-defined games you know the player can only do certain things and there isn't a lot of scope because the game says where they are and aren't allowed to go."

As Braben continues, he explains that it's not enough just to define a gigantic detailed play area like High Frontier's and launch the player into it to do his own thing. "If you don't think about what the





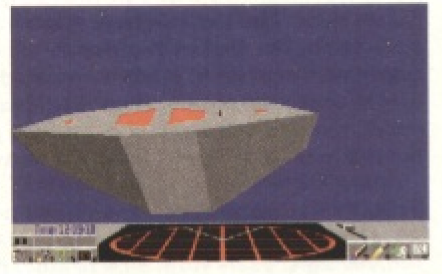


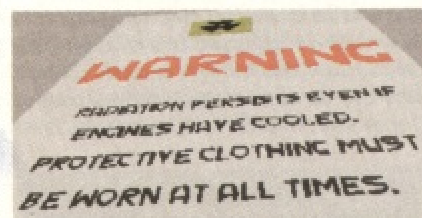
(Above) David's made docking a much easier excercise than the painful procedure in the original Elite - the ship in view here is even docking upside down. Note the helpful landing lights.

(Left) Lost your way? Simply refer to the astronomically-accurate core system map to find your destination.

player's likely to get up to and put in interesting things for him to do, they'd get bored silly. It'd be a case of 'Ooh, very pretty but where's the game?' Even though the original Elite wasn't particularly enormous, it was compelling because you always wanted to get the next bit for your ship or reach a million credits or whatever. People want things to do, they want to be able to chase somebody across the galaxy or whatever. If you don't put that sort of thing in, all it is is a graphic demo."

And so time goes on. David's anxious to actually get back to doing all the stuff he's been chatting about for the last hour or so and if I don't get the next train back I'll not be home in time for The Bill. So that's that settled, and that's your lot until next month's final instalment. If you want to stay and look at the pictures a bit longer, fine, but don't get too excited - you'll make yourself sick.





David Braben's nifty 3D routines can produce some VERY impressive little touches - close in on the Cobra MkIII's engines, for example, and you'll get to read this warning sign, which expands from the tiniest dot (top) to a full-screen panorama (bottom). Smart!

WIN

Your own Elite 2 planet!

We kid you not. You may have seen those adverts in the paper that allow you to have some obscure star registered in your name at a Swiss observatory, and all that guff. But, being the great guys that we are, we've gone One better and are offering you the once-in-a-lifetime opportunity to have one of the planet, moons or space stations in the forthcoming Elite 2 named after you!

With a game as huge as Elite 2, there are plenty of stellar bodies just aching to be named - and four lucky winners will be christening one each! Just think - your name in lights, suspended in space for posterity. You'll be in good company, as John F. Kennedy and several other top figures from history have already had bodies named after them.

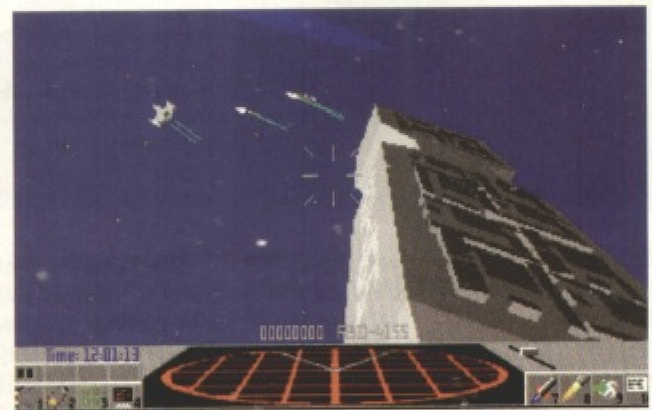
To win, all you have to do is answer this stupidly simple question: WHO CO-WROTE THE ORIGINAL ELITE WITH DAVID BRABEN?

The rules are: You can christen the planet, moon or station with any name you like, just so long as it's no more than 19 characters long (including spaces and punctuation) and it MUST NOT BE RUDE! Got that? Other than that it's up to you - if you want to be boring you can just have your name or you can go for something a bit more interesting. You could maybe call a planet WAYNE'S WORLD if you're called Wayne. Or something. Whatever, it's entirely in your hands.

Send your answers, along with your name and address, on a postcard to: SOON THE EARTH WILL BE IN MY GRASP Compo, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to say whether if it's a planet, moon or space station that you want naming and how you want it named. The first four correct answers we receive will scoop the honours, so get moving!

Oh, and if you have an idea for something that you'd like to see included in Elite 2, scribble that down as well. All suggestions will be passed onto David Braben and, who knows, he might even use them!





(Above) The original Elite's fabled Generation Ships make a pseudo-appearance in High Frontier, as these gigantic cruisers with entire cities on the top. These monoliths come protected by entire squadrons of fighters - you can see a few racing away in the background.

(Left) London by night - what a pretty sight!

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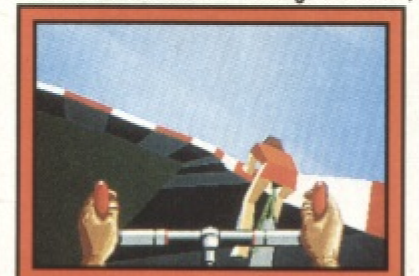
With stunning 3D vectors and unbelievable speed, the cycling event offers the most exhilarating and exciting race of your life.

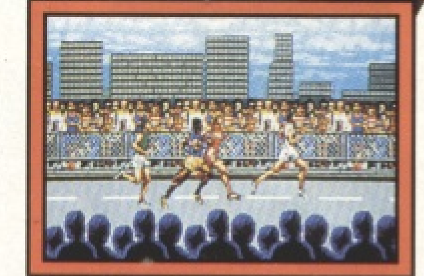
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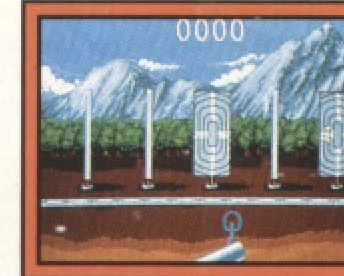
SHOOTING

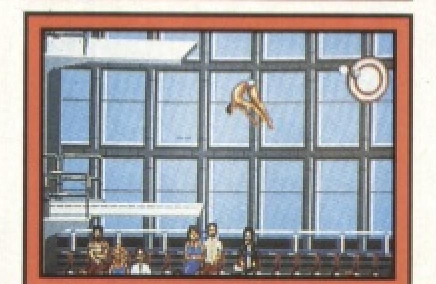
• Sharp reflexes will be needed to break records in the shooting events.
• 4 totally different events offering a wide spectrum of challenges from pistols to double barrel shotguns.











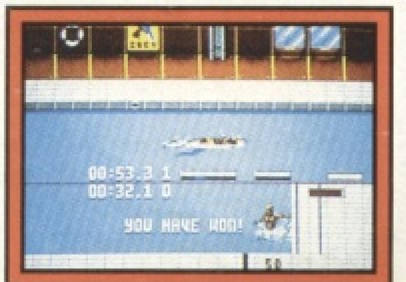
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MARTIAL ARTISTRY


(Below) Vivid Image's Mev Dinc has a cosy chat about royalties with a Mirrorsoft employee earlier this year.

After the critical triumph - and undeserved commercial disaster - that was The First Samurai, creators Vivid Image Design are bouncing back with a sequel that they hope will earn them the success they missed the first time round. Gary Whitta braved the perils of an underground journey to North Harrow to investigate...

PROJECT: The Second Samurai

PUBLISHER: To Be Decided

DEVELOPER: Vivid Image Design -

Mev Dinc (Design)

Raffaele Cecco (Programming, design)

Teoman Irmak (Graphics)

INITIATED: Autumn 1991

RELEASE: December 1992



Some games fail because they deserve to. Others are destined for greatness but fail due to nothing more than good old-fashioned rotten bad luck - and there can be no doubt that Vivid Image Design's The First Samurai falls squarely into the latter category. No-one would dispute that it's one of the classiest arcade adventures in recent times - and it might well have been one of the most successful too, had a certain portly newspaper magnate not taken an unexpected nose-dive off his luxury yacht earlier this year.

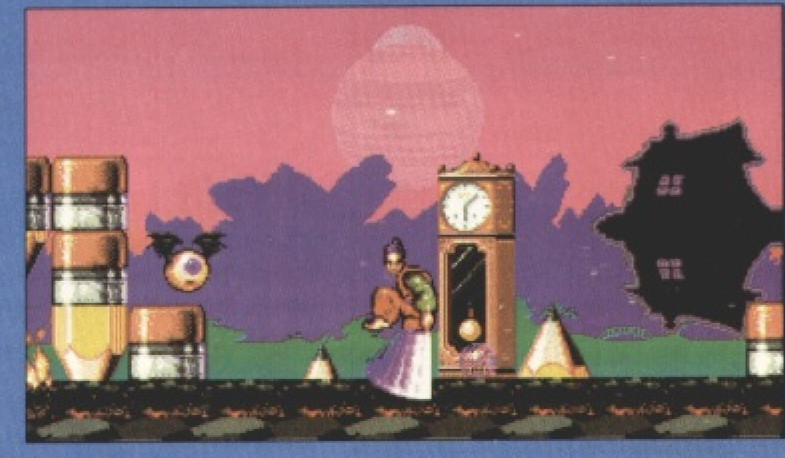
Cap'n Bob's untimely demise led to the collapse of The First Samurai publisher Mirrorsoft shortly after and sadly the game was only on the software shelves for a single week. Since then it's eked out a reasonable living as half of a UbiSoft double-pack with fellow Mirrorsoft casualty Mega-lo-Mania, but for the team that spent nearly two years creating the award-winning arcade opus, it's scant recompense.

"Even if you ignore the financial aspect, it was very, very disappointing for us," comments Vivid Image Design's director Mev Dinc. "After all the coverage and response the game received, it was very sad not to see it on the shelves. The product literally died."

Mev admits that it's partly the feeling of being short-changed with The First Samurai that has led to VID producing a sequel - the first they've ever done. "That's definitely got something to do with it. Hopefully it'll make up for the disappointment of the first one. I think we would have done a sequel anyway, but maybe not quite so soon." Mev goes further still, suggesting that The Second Samurai, despite the obvious title reference, isn't really a sequel at all. "The main character looks and controls pretty much the same but the rest of the game is completely different. The only real similarity is the name. We're still trying to use the good elements of the first game but from the outset we were determined that this one wouldn't be just the same game with new graphics, as so many sequels seem to be these days."

As all game developers do when thinking about a follow-up, the boys at VID have spent a lot of time reflecting on the first game and trying to pin-point areas where it can be

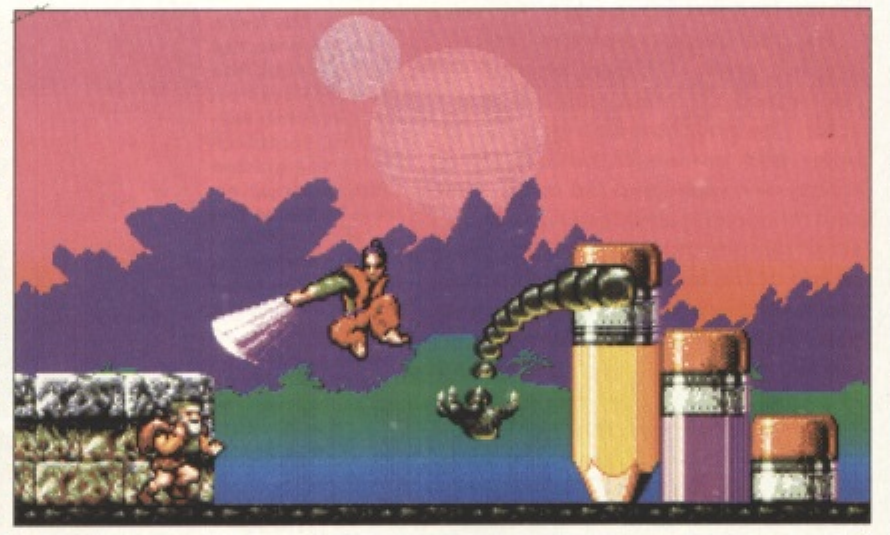








Meanies killed in The Second Samurai can earn you more than just points. When these flying fish are killed they explode, dripping water on the floor that causes plants to grow. You can climb up them to reach higher platforms.



Just look at that speed blur! The first level of The Second Samurai is pretty surreal stuff - note the giant pencil stubs. The telescopic arm thingy can be jumped on and used for transport.

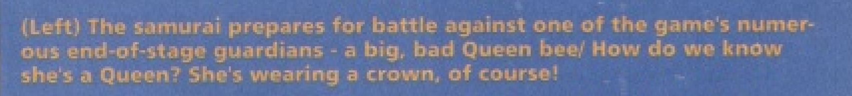
improved. "Mainly, there's just one thing about The First Samurai that we were slightly disappointed with and that's the overall size of the game. Maybe it was too big, each level was too long," says Mev. "Now we feel it's important that the player is able to make progress as quickly as possible to keep the interest going, so though The Second Samurai will overall be just as big as the first game it will be broken down into more, smaller stages."

As Mev explains, however, the reasons behind this new approach are only partly to do with rectifying the original game's faults. With The First Samurai soon to appear on the Super NES, VID are conscious that their sequel must be, if anything, even more 'console-friendly', i.e. it has to be the sort of game that's well suited to the Sega and Nintendo machines if it is ever to make it onto any of those formats at a later time. Hence the smaller levels - console games are notorious for consisting more of bite-size stages than the sprawling levels that Amiga owners have become used to over the years. "In effect we're designing this game for the Super NES on the Amiga," says Mev, "which is good for the Amiga, because hopefully you'll end up with a pure console game on the Amiga."

"It's almost impossible to originate a product purely for consoles, because it's so expensive," he continues. "I think a lot of publishers are using the Amiga as a testing ground, doing their games on that machine first to see the reaction from the public before they take the plunge with the consoles." Mev reckons that VID is taking this ideology one step further by actually designing the game for consoles from the word go, and hopes it's something that Amiga gamers will welcome. "I believe that most home computer games in the UK concentrate too much on the visual aspect and not enough on gameplay. We're trying to break away from that and create something closer to the idea of console games, where the fun element is always the most important part."

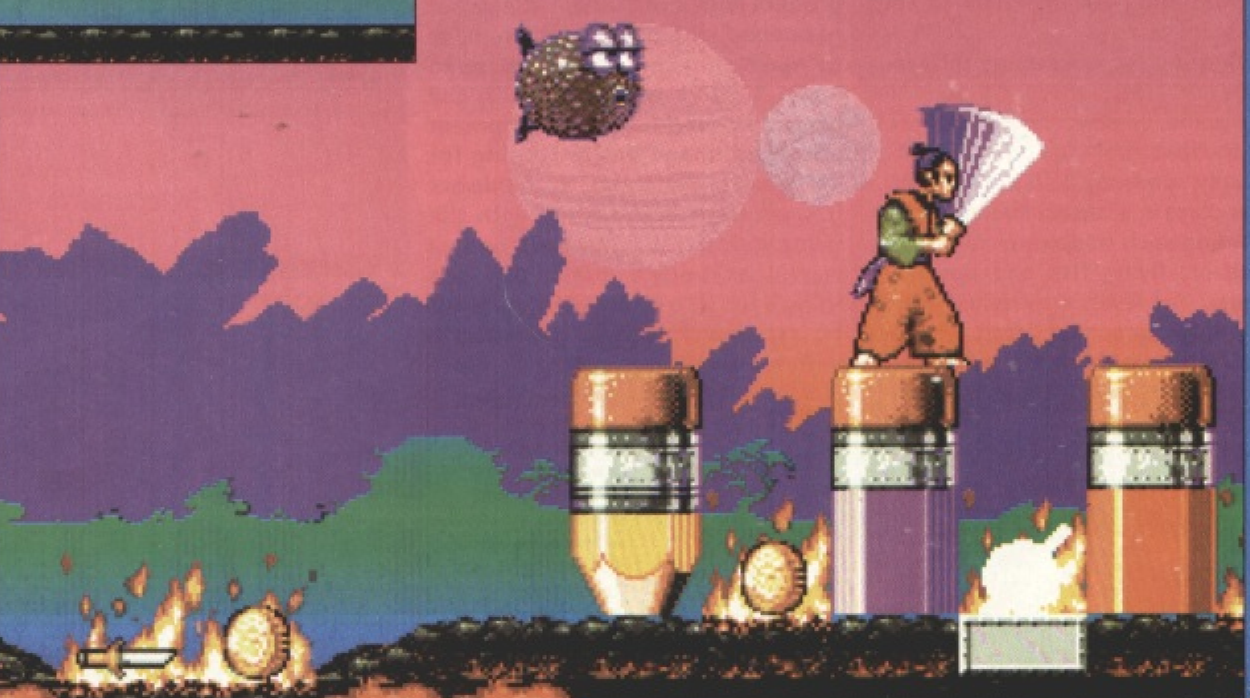
The Second Samurai follows on directly from where The First left off. Having chased the evil Demon across time from feudal Japan to the far future and vanquished him there, our hero realises that the Demon, though slain, is still very much alive. Now, to finish the job, the samurai has to pursue his foe back through the ages to his oriental homeland - the only place





(Left) The samurai prepares for battle against one of the game's numerous end-of-stage guardians - a big, bad Queen bee/ How do we know she's a Queen? She's wearing a crown, of course!

(Below) Bonus coins aplenty, but collecting them is tricky as they're protected by fire. Slicing up that flying fish might help...



(Left top) The action gets underway in the first stage. The moon in the background rotates round the planet, by the way.

(Left middle) Standing on some enemy's heads can be a useful mode of transport in The Second Samurai, particularly across dangerous terrain like this flame-covered area. The idea is that the game's other characters will be much more involved than last time round.

(Left bottom) The glowing sphere barely visible by the grandfather clock is a portal that leads to one of the game's many secret rooms. Just pop along to collect a few bonus coins or play a quick sub-game, then when you've had enough, pop back to the main action.

he can be killed for good.

For the purposes of the sequel, graphic artist Teoman Irmak has redesigned the main Samurai character - he now stands a good 25% taller and comes kitted out in a snazzy new green and red outfit. The control and the abilities of the character remain much the same, consisting of the familiar array of speed-blur sword slashes, but now he's got more freedom to use his weapon in the air.

As part of VID's attempts to make The Second Samurai more console-esque, the style of the actual play area has been radically rethought. Whereas the first game put heavy emphasis on exploration (to the point where players could get lost in the landscape), here the environment has been put together in a much friendlier manner. There's less vertical scrolling and the general way forward, that leads the player to the bad guy at the end of each stage, is much more rigidly defined, so even if you do stray off the beaten track, it won't be too hard to get your bearings again. Those who like to explore will still be able to but as Mev puts it: "If people go exploring it will be because they want to, not because they have to." To encourage the more-intrepid player, the levels have been designed to hold a multitude of secret rooms, chambers and pick-ups.

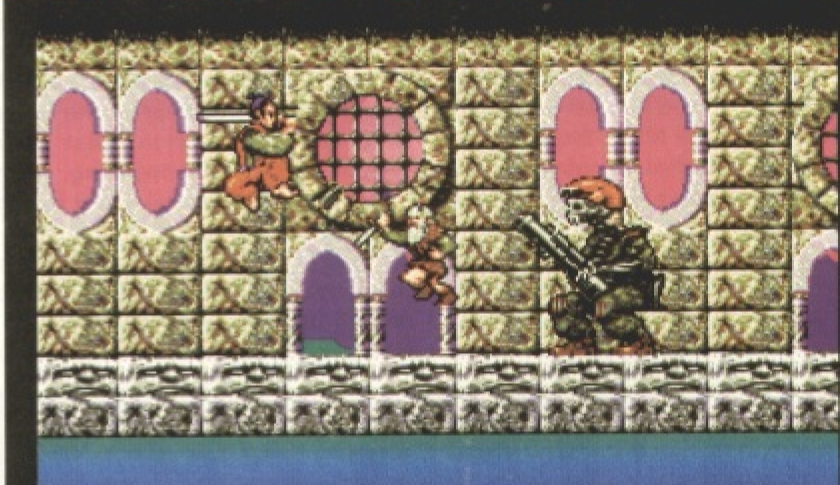
The game's cerebral aspect is now a lot simpler, too. Puzzles are more localised, so while there's still some object manipulation to be done, things don't have to be carried halfway across a level; if something's blocking your way, whatever's needed to get you past it is sure to be nearby. Indeed, the concept of interacting with background items has been very much played up so as well us lugging objects around, the player can now ride on the backs of some enemies and even use them to help him solve puzzles.

It's not clear how many different levels and stages there will be in the final game, or where they will be set, but the first level - the only one that's actually working at the moment - takes place in a surreal 'twilight zone', including such oddities as giant pencil stubs, flying fish and bouncing statues. The levels are created initially by programmer Raf Cecco, who lays out the whole thing like a blueprint using VID's powerful level-map editor, and then it's down to Teoman to provide the graphic atmosphere, building smart backgrounds around the bare bones that Raf has created. It's this aspect that accounts for most of the work still to be done. The game mechanics are up and running, and the first few stages are fully playable. The task now is to design the rest, which includes not just the level layouts but also the graphical concepts for the rest of the levels.

So there's still plenty of work to be done but given that the game has come this far it seems surprising that this is the first time it's been seen publicly since it was started late last year. Mev explains why: "We've always taken our time with our products. We don't show them to the press until we're happy with what we are doing. That's always been our policy, but especially so with The Second Samurai. We obviously want to make sure the game is going in the right direction, but we're also taking our time with the placement of the product with a publisher. After what happened with Mirrorsoft, we have to make sure that doesn't happen again." That's why, even with the game nine months into development and Vivid Image Design hoping for a release at Christmas, no publisher has yet been approached with the game so where it'll eventually end up is still anybody's guess. But one thing's for sure - it will definitely not be a company run by a tubby Czech with his own private yacht...



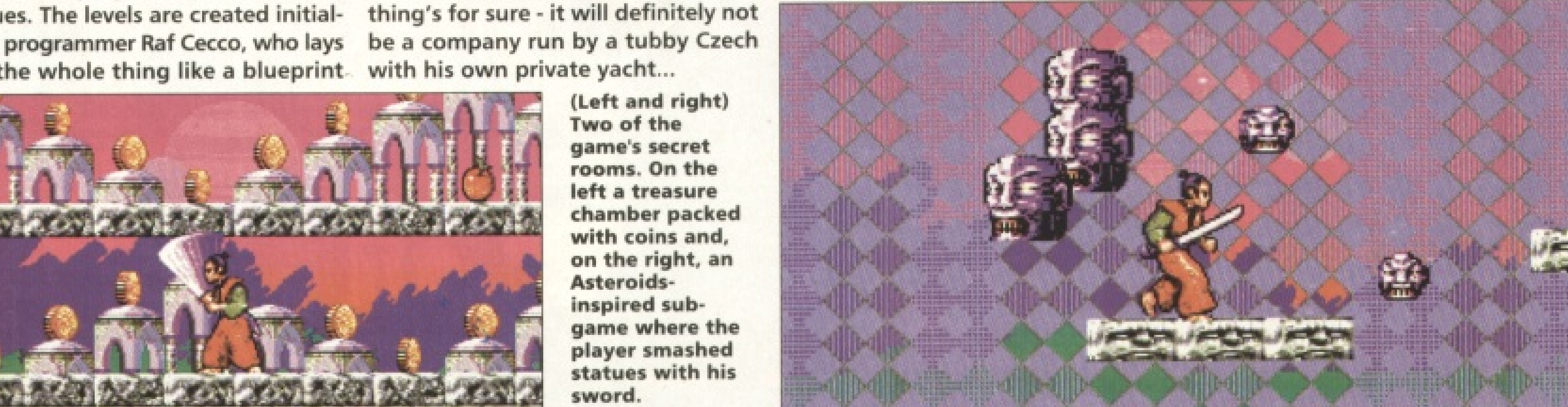
In the bee's domain on the first level, the backdrops take on a honeycomb texture, complete with the golden sludge dripping from some of the orifices. Mmm,mmm. So far, only the level one graphics have been drawn, so what the rest of the game will look like is a mystery to all but Teoman Irmak at the moment. You'll just have to wait and see...



DOUBLE IMPACT!

As it turns out, The Second Samurai is a bit of an apt title because the game has actually got one - a second samurai, that is. VID are planning a simultaneous two-player mode that, if all goes well, will work both as a co-operative and competitive game element. "Hopefully it will create a lot of competition," says Mev. "The two players can work together as well as against one another - it's going to be very funny. The samurais will work to destroy a big boss together, but at the same time will always be rushing forward to get the bonuses before their partner."

Mev is keen, however, to limit the competitive side of things so that it doesn't actually escalate to the point of the two samurais trying to kill each other. "The samurai is so powerful, it would take very little for them to kill one another, so what we're probably going to do is allow the players to stun each other for just a second or two, so they can rush and get the icon or whatever first."



(Left and right) Two of the game's secret rooms. On the left a treasure chamber packed with coins and, on the right, an Asteroids-inspired sub-game where the player smashed statues with his sword.


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PROJECT: Flashback
PUBLISHER: US Gold
DEVELOPER: Delphine Software - Paul Cuisset, Philippe Chastel, Benoft Aron, Frédéric Savoir, Thierry Goerthner (Programming)
Denis Mercier, Christian Robert, Thierry Perreau, Fabrice Visserot, Patrick Daher, Thierry Levastre (Graphics)
Fabrice Visserot, Jean Baudelot (Music and sound effects)
INITIATED: October 1991
RELEASE: November 1992



YET ANOTHER

Having stunned an unsuspecting public with the amazing Another World, Delphine Software have been strangely quiet. Just what are they cooking up over there in France? In a rather feeble excuse to stock up on some Duty Free pop, David Upchurch went on a day trip to 'Gay Paris' to find out. And - Ooh-la-la! - what wonders he brought back to show you...



Hands up those of you who liked Another World? Ah, all of you - just as I suspected. Now, hands up those of you who thought it was too easy? Ah, all of you - just as I suspected.

Even the most jaded games player would have to admit that Another World was something of a classic. Its unique blend of Prince of Persia-ish platform action and breathtaking animated interludes earned it a place in computer games history as one of the most revolutionary and ground-breaking pieces of software ever. But it was easy, wasn't it? Will Flashback manage to be a longer-lasting snack?

Like Another World, Flashback's hero is your everyday normal guy thrown into a bizarrely alien environment. The game opens with the hero, Conrad B. Hart, awaking in a strangely exotic jungle suffering from severe amnesia. Just precisely where he is or how he came to be there is a mystery. As the game progresses Conrad has 'flashbacks' (hence the game's title) as his memory starts returning, allowing the player to gradually piece together Conrad's whole sorry story. We don't want to spoil your fun by giving too much away but suffice to say it's all centres around an alien plot to dominate the Earth.

"If there are any limits at all they are those of our imagination, not the Amiga!"

Paul Cuisset, *Flashback's lead programmer*

This use of 'flashbacks' to slowly reveal the game's plot is a very cinematic concept. As Paul Cuisset, the project's lead programmer and former coder of Operation Stealth, freely admits: "Movies have greatly influenced every stage of Flashback's creation, its look and sound and the scenario." In fact, until very recently the game was actually going to be called Cineman. The game is packed with references to famous science-fiction films;



movie buffs will have a field day spotting the influence of films such as They Live!, Total Recall, Alien and Terminator 2, amongst many others.

First impressions of Flashback would seem to indicate that it's some sort of pseudo-sequel to Another World. But, graphic similarities aside, Flashback and Another World are substantially different games. Paul is keen to stress that although there's lots of exhilarating running, jumping, swinging and fighting to be enjoyed as in Another World, there's also plenty for the more serious-minded gamer to get his or her teeth into - Flashback has as much in common with Paul's earlier Operation Stealth as Another World, since the player is able to communicate with the people he meets and pick up and use the various alien artifacts he comes across.

"It's true to say that the actions that the player has to perform are frequently 'moving' actions - running, jumping, picking up objects, etc," admits Paul, "but Flashback is also a genuine adventure and there are plenty of other tasks to be completed. There are traps and security cameras to be avoided and infrared detectors which operate doors that have to activated so that you can progress through the game. Flashback has many similarities to an adventure or a role-playing game because of its great depth of gameplay. However, the animations and the player's ease-of-control over Conrad make it feel more like an action game."

"The beauty of the Cinématique system is that it allows you to create freely without being constrained by your programming skills."

Paul Cuisset, *Flashback's lead programmer*

Paul recognises that Another World was perhaps a little too easy and he's keen to give Flashback's players greater 'Value For Money'. "Flashback takes considerably longer to complete than Another World," he claims, "It's not because the action sequences are particularly tougher but because of the game's many involved adventure/puzzle aspects." His claims would appear to be true: one of US Gold's game testers, who finished Another World in just five hours, confided to me that he's been playing Flashback for nearly fifty hours and hasn't even reached the halfway point yet!

In action, Conrad resembles a certain Prince from Persia. His athletic range of moves is impressive to say the least: Conrad can walk, run, jump, climb, roll, skid, duck, hang, throw, pick up - you name it. It all looks amazingly realistic. Paul is surprisingly tight lipped when it comes to explaining how these superb animations were achieved: "The game's characters were animated using Rotoscoping, our Top Secret programming methods and our amazingly talented artists!" is all he'll say on the matter. (If you want to know more about Rotoscoping, refer to the "Let's Go 'Scoping Now" box.)

One of the Flashback program-



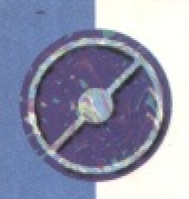
DELVING INSIDE DELPHINE

Delphine Software was established in 1988. An offshoot of the French music publishers Delphine - who handle major stars from around the globe, including Richard Clayderman (swoon!) - the Paris-based coding geniuses burst onto the games scene with Future Wars, a critically-acclaimed graphic adventure which pioneered Delphine's Cinématique 'click-n-point' games system.

As a follow-up to Future Wars, Delphine released Operation Stealth and Cruise for a Corpse, each of which expanded and built on the version of Cinématique which had gone before.

However, it was the release of Another World last years which really showed the world the way that Delphine saw the future of games, with the introduction of a remarkable animation technique which used polygons rather than sprites or bitmapped graphics. Not only did this system allow smoother animation, the memory-efficient polygons also meant that more space could be devoted to atmospheric music, sound effects and deeper gameplay (and anyone who's played Guy Spy will know how important that is).







mers' most impressive feats is how they've managed to store all of Conrad's animation frames in memory and still have enough left over for the game itself. The secret lies in the fact that all the bitmapped graphics are stored in memory in a highly-compressed format that uses a fraction of the space uncompressed graphics do. "All the sprites use a unique high-speed decompression routine to get them from memory and onto the screen as quickly as possible," explains Paul.

As in Another World there are many animated interludes and cutaways. "The animated sequences are all created from polygon graphics," explains Paul. The advantage of this memory-efficient, polygon-based system is that some very complex animations from unusual camera angles can be achieved at a fraction of the memory 'traditional' bitmapped animations would use.

"There are far more of these animated sequences than there were in Another World," boasts Paul. In fact, in this respect the Amiga version should be superior to the Megadrive's, which is being programmed almost simultaneously: "Because Amiga disks can store much more than a cartridge," explains Paul, "we're able to add loads more animations; the Amiga Flashback has at least fifty such sequences!"

Much of the game's success lies in the versatility of Cinématique, the graphics adventure system which Delphine pioneered with Future Wars way back in 1988. Since then, it's been refined and altered by each new game the company's produced, most radically by the introduction of the polygon-based animation routines seen in Cruise for a Corpse and Another World. "The beauty of the Cinématique system," states Paul, "is that it allows you to create freely without being constrained by your programming skills. That said, strictly speaking the graphics system in Flashback isn't actually Cinématique at all, it's a new system that's been specially designed for Flashback which is much more orientated towards doing animation."

When Paul's asked whether he and his team have reached the limits of what can be achieved by Cinématique on the Amiga his answer is quite emphatic: "Not at all - the Amiga can still be pushed a lot further. The Amiga has a few faults but it's still a good machine. If there are any limits at all they are those of our imagination, not the computer!"

So what of Cinématique's future? Will it ever evolve to the stage where it'll allow us to play true 'interactive movies'? Paul is cautiously optimistic: "Bit by bit we're getting closer to that ideal - but there's still a long way to go. If you wanted to create truly interactive cinema you'd have to work in a proper 3D environment (such as Virtual Reality) with accurate and subtle camera angles that correctly simulated the player's view. At the moment the technology just doesn't exist to do it, but we're getting there!"

DELPHINE SOUND OFF!

It's no surprise, given Delphine Software's musical parentage, to learn that they consider music and sound effects to be an important facet of their games. To help them create they have a massive recording studio at their disposal, containing just about every hi-tech gadget known and capable of recording sound in 32 channels. However, using the studio's facilities to make computer music is a bit like using a sledgehammer to crush a peas. "Unfortunately," sighs Paul, "we can't make as much use of the studio as we'd like to because computer sound chips are comparatively weak in terms of what they can handle musically."

LET'S GO 'SCOPING NOW!

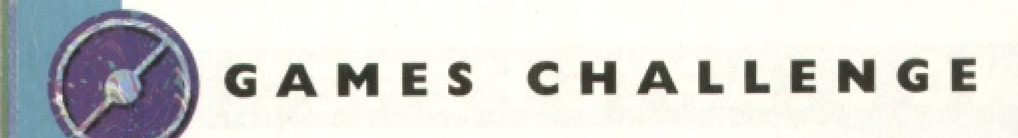
It seems that everybody's doing it nowadays. Teque London, DMA Design and now Delphine Software - they're all at it, you know. What do you mean what am I on about? I'm talking about Rotoscoping, of course, you dirty-minded devil!

Rotoscoping is a process that was pioneered by cartoon animators (Walt Disney, amongst them) way back at the beginning of the century to achieve more realistic-looking animation. Basically an actor or actress is filmed performing the action the animator wants to reproduce. The animator then uses the film as a template for his drawings.

It's only recently that computer graphics artists have picked up on the benefits of this animation technique. Jordan Mechner is arguably the first games designer to show how Rotoscoping can really improve a game. He wrote Prince of Persia, a good but not really that amazing platform game that was elevated to classic status by the use of Rotoscoped sprite images.

More recently Teque London have been Rotoscoping athletes for The Carl Lewis Challenge and DMA Design have Rotoscoped actors for the intro to its Walker game. Flashback, however, has more in common with Prince of Persia's animation than either of the aforementioned games. The way that the heroic Conrad runs, jumps and clambers about the exotically alien landscape is nothing short of astounding. My favourite bit is when he draws his gun from out of his jacket's inside pocket, crouches and fires. Very nice - in fact, it's a bit like watching a clip from some top Hollywood action movie. Intentional? Probably!





THE WHITTA CHALLENGE!

Everybody's Kung Fu Fightin'





THE CHALLENGE GAME: IK+
Four years after its release, Archer Maclean's IK+ is still indisputably the best beat-'em-up on the Amiga ever. A sequel to his earlier 8-bit classic International Karate, the game pits three fighters against each other in a martial arts free-for-all tournament where the idea is simply to stay alive until the end of each bout and progress through the belt rankings. Moves available in the high-speed fumpin' action include a lethal array of kicks, punches and, our favourite, a skull-cracking headbutt. Though the full-price version has since been discontinued, it's still available on Hit Squad at the bargain budget price of £7.99. If you don't have a copy, buy it now. We said NOW!

And so it begins. After a month of rest in which to practice and steel himself for combat, the time has come for The One's very own games champion Gary Whitta to defend his crown against the first in a long line of worthy reader challengers.

The Game: IK+.
The Challenger: Grant Harrison.
The Rules: Two men enter the Challenge Chamber. One man leaves.

Let battle commence...

So, Whitta's a soft touch is he? Well, a lot of you certainly seemed to think so - the challenges have been flooding in! Anyone who can hold a joystick, from Dorset to Dusseldorf, has offered to publicly humiliate Whitta in front of his 'fans'. But at the end of the day it was Grant Harrison, a plucky young lad from Balham in South London, who was chosen to face the mammoth might of Whitta. His boast was simple but effective: "Give me a decent joystick and half a chance, and I'll give Whitta a kicking so hard his mother'll feel it."

As it turned out, it was a confrontation that no-one would ever forget...

THE CHALLENGER

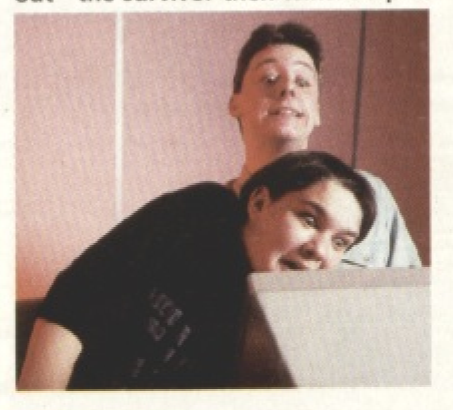


In the red corner... 16-year-old Grant Harrison. An Amiga owner for three years, he's a dab hand at Speedball 2, Mega-lo-Mania, Hudson Hawk, Lotus 2 and Jimmy White's Whirlwind Snooker. But he chose IK+ as his challenge game, having made it to black belt level a mere week after buying it on budget earlier this year. Unfortunately what he didn't know is that Whitta has been an IK+ black belt since 1989 - but then he's not played it in nearly two years. A case of youthful enthusiasm versus jaded experience if ever there was one.

TO THE CHALLENGE CHAMBER!

After the initial face-off and weigh-in (the balance on the scales when Whitta stepped up was too embarrassing to print - "I had a big lunch," he protested feebly), it was down to business.

IK+ is played over in 30-second bouts of increasing difficulty between three fighters - two human, one computer-controlled. The first fighter to reach six points (accumulated by landing kicks and punches on opponents) is declared the winner. For the purposes of this challenge, the object is to stay alive until either Whitta or Harrison is knocked out - the survivor then wins. To prevent any fluke results, the winner shall be declared by a 'best out of three' competition.



ROUND ONE

The flip of a coin determined that Whitta would wear the white jimjams and Grant would wear the red. A brief flurry of pre-match trumpeting from Whitta seemed to indicate that he felt he had the psychological advantage - but any confidence he may have had was quickly shattered when, just four seconds into the first bout, Grant expertly floored him with a perfectly-timed front kick.

As Whitta lay crumpled and dazed, Grant went on to make short work of the blue-clad computer fighter. But the fat Dep Ed, now fully recovered, stormed back in with a forward somersault quickly followed by a lethal face punch. Grant went down, giving Whitta his much-needed first point and bringing the score to 3-1.

Over-confident Whitta then tried to take on the computer player, but a mistimed block let in a high kick to the jaw that won the computer two points and left the champion with no option but to lay on the ground as the last few seconds ran down. A



dreadful defeat in the first round for Whitta, it looked as though the young challenger could well be on his way to victory!

ROUND TWO

Obviously enraged by his bitter first-round pasting, Whitta was taking no prisoners. Grant bit the dust in the first few seconds, victim of a lightning-fast low kick, and the computer player quickly followed. As the binary fighter tried a footsweep, Whitta somersaulted over him and reverse kicked him as he got back up. Four points already in the bag!

Then the computer came back, swiftly bringing down Grant with a headbutt, and things looked bad. Whitta needed only one more strike to win the round and level the score - and he did just that, backing the defensive Grant into the corner and crippling him with an unblockable crouch punch. One-all with one round to go!

FINAL ROUND

Both players knew what was at stake as they entered the third and final round - it was the difference between the sweet smell of victory or the repugnant whiff of defeat. Not surprisingly, both combatants decided to gang up on the computer first, flooring the blue boy for one point each then turning on each other. As they squared off for what would be the last time, there was a kind of grudging respect between the two titans - and then, in what seemed like slow motion, the final confrontation took place.

Whitta broke the deadlock, moving in with a mid kick only to have it blocked by Grant and countered with a face punch, which was blocked in return. Grant's flying kick failed to connect, but Whitta didn't waste the opportunity to hit home with a reverse high kick as his opponent landed. Three points to one in favour of Whitta.

By this time the computer player was back in the fray. Preoccupied with his challenger, Whitta failed to notice and was taken down by the blue man's mid kick into the lumbar region. As Grant got up, the computer made short work of him too, catching him with a low kick to the shin. But then, against all odds, Whitta recovered and miraculously picked up the winning two points with an astonishing flying kick to the back of the computer's neck. Whitta is the victor!

THE RESULT

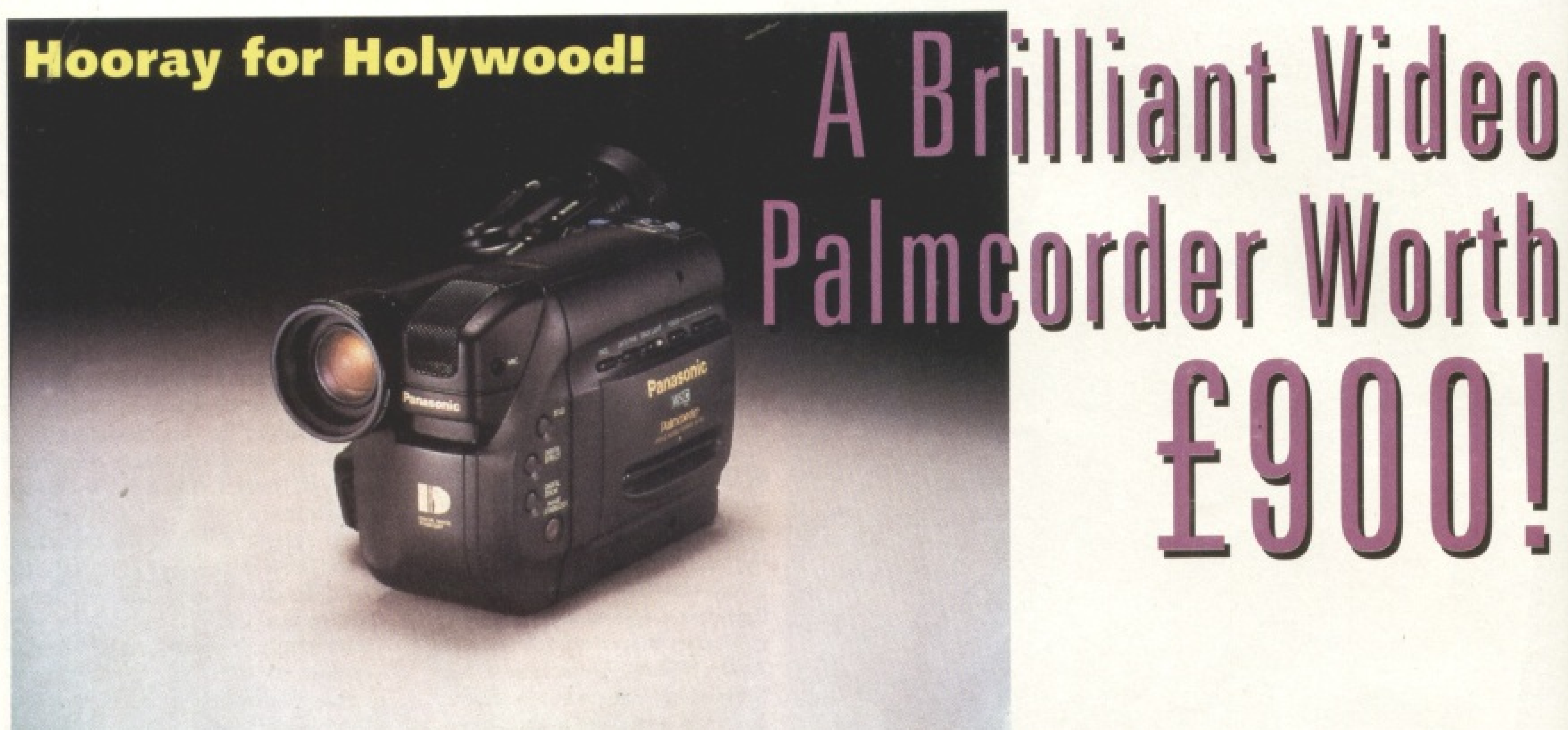
It was a close one, but Gary Whitta lived to fight another day, sneaking through 1-3, 6-0, 6-1. The plucky young challenger was, of course, dismayed but Whitta was listening to no excuses, preferring instead to strut around the office proclaiming his brilliance. The smug git.

(Below) What happens when a challenger takes on Whitta and fails. Don't worry folks, we got his parent's permission before decapitating him.



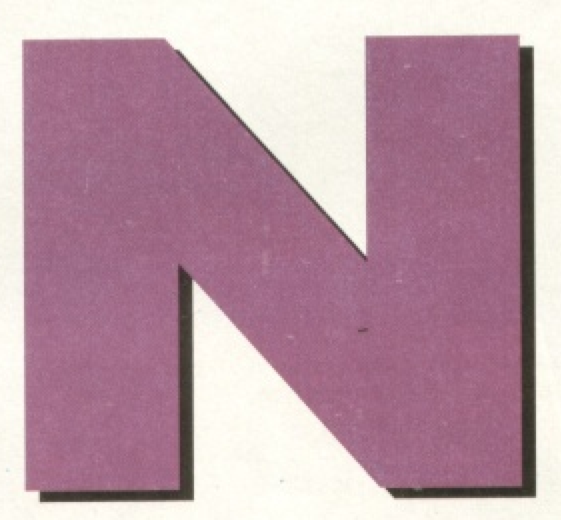
IT'S A DIRTY JOB...

But somebody's got to do it. The first challenger may have been slain by the mighty Whitta, but that's not to say you will! So come on, this is your chance for glory. Write to us at: WHITTA HAS DEFINITELY GOT HIS COMING, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Tell us what game you choose for your challenge, as well as your name, age, address and, if applicable, phone number. Selected challengers will get to visit The One's offices, meet the team, challenge Whitta (of course) and, if successful, walk away with literally armfuls of free software. So get moving! Every day you don't write in is another day we have to put up with Whitta's intolerable boasting...



Hooray for Holywood!

A Brilliant Video Palmcorder Worth £900!

WIN

We love the movies at The One, you know. Ask anyone that visits the office and they'll tell you to never bring up the subject of old 50s science-fiction movies or Dave'll bore you to death. Jim Willis has seen Eisenstein's Battleship Potemkin 48 times. And as for asking Gaz about the works of Ingmar Bergman, forget it!

And those gorgeous geezers at Core Design obviously share our passion for the silver screen, 'cos they've just gone and produced a top platform game all based around the whacky world of showbiz - Premiere! It looks beautiful (the graphics are by the bloke wot did Heimdall, you know), it sounds fantastic (dig that Egyptian ditty!) and it plays like a dream.

Mind you, not that we have to tell you all this - you can find out for yourself by reading the massive review starting on page 40 and playing the fantastic demo on this month's coverdisks!

And, in an all-too-typical fit of outrageous generosity, Core Design have decided to toast the game's inevitable and well-deserved success by holding a super-special compo open to all The One's ever-lovin' readers. Isn't that nice of them?

SO WHAT'S THE PRIZE THEN?

Core asked us for some ideas as to what sort of prize they could offer you and we're ashamed to admit that we came up with some pretty tawdry and cheap suggestions. A boxed set of Herbie videos (including Herbie Goes To Monte Carlo, of course). An old issue of Premiere film magazine (because it's got the same name as the game). The original script for The Sound of Music.

"Enough!" shouted Core's supremo Jeremy Smith. "How about a video camcorder?"

"B-b-b-but they're so expensive!" we cried.

"I don't care how much it costs!" he bellowed in a gruff yet friendly way. "Our games are the best and I expect our compo prizes to be the same. You lot are useless. Let me sort it out."

And so he did.

And we're glad he did 'cos this prize he came up with is just brilliant. You see, if you win this compo you'll receive a brand-spanking-new Panasonic NV-S5 Palmcorder worth £900! Smart or what? In fact, it's such a good prize that we're all thinking of leaving the company so that we'll be allowed to enter ourselves.

The NV-S5 is an amazing bit of kit and boasts:

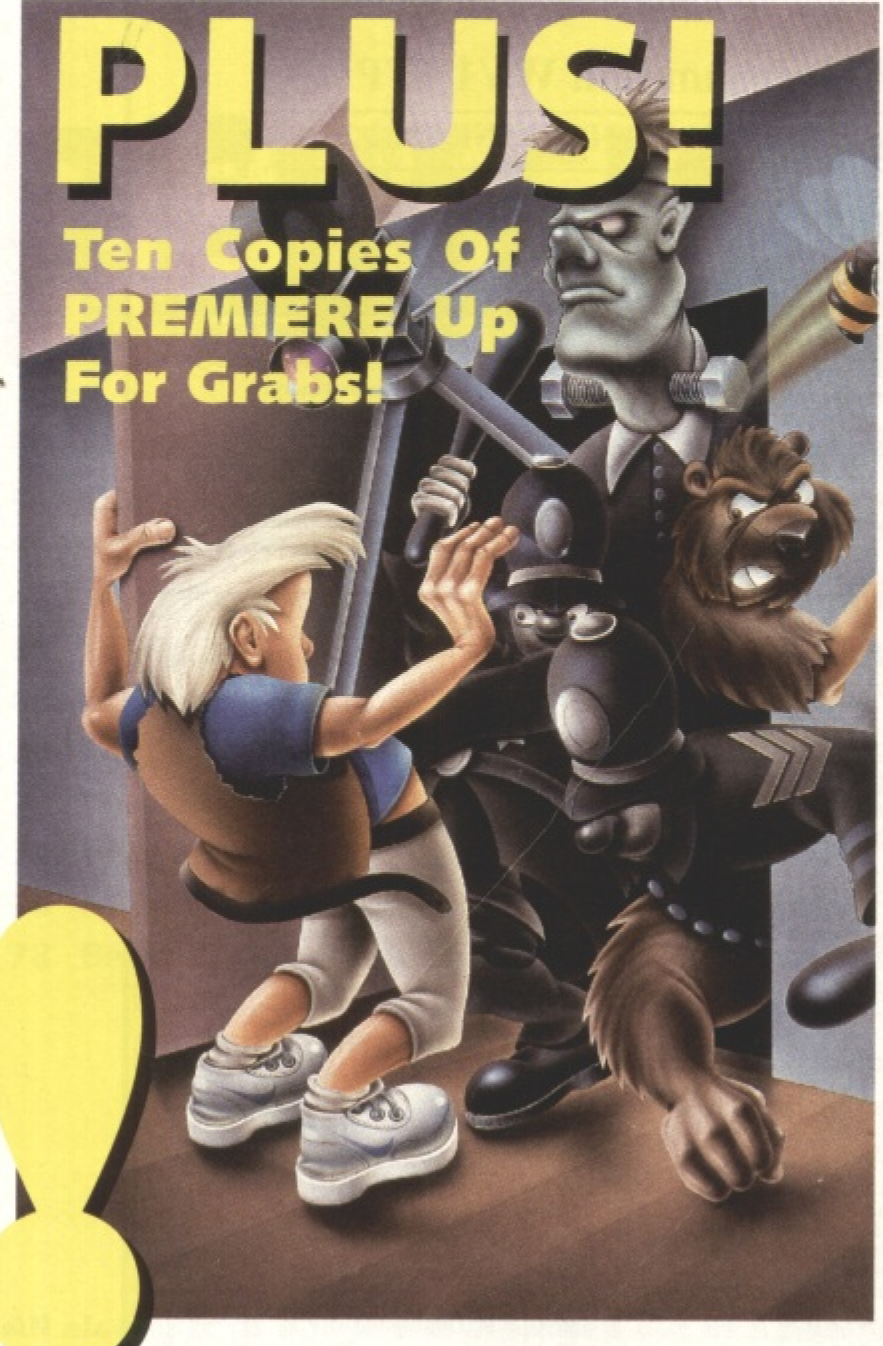
- Full VHS compatibility.
- Lightweight (just 700g!) portability.
- A 12X zoom factor, so you can really get into the action.
- A digital image stabiliser, so you can get a rock-steady picture even if you suffer from the shakes.
- A snapshot facility, permitting storage of up to 1080 still pictures on a 45-minute tape, with an accompanying recorded soundtrack if you want!
- Loads of weird video trickery, such as mirroring the image down the middle or taking shots every few moments so that you can create a bizarre strobing effect.

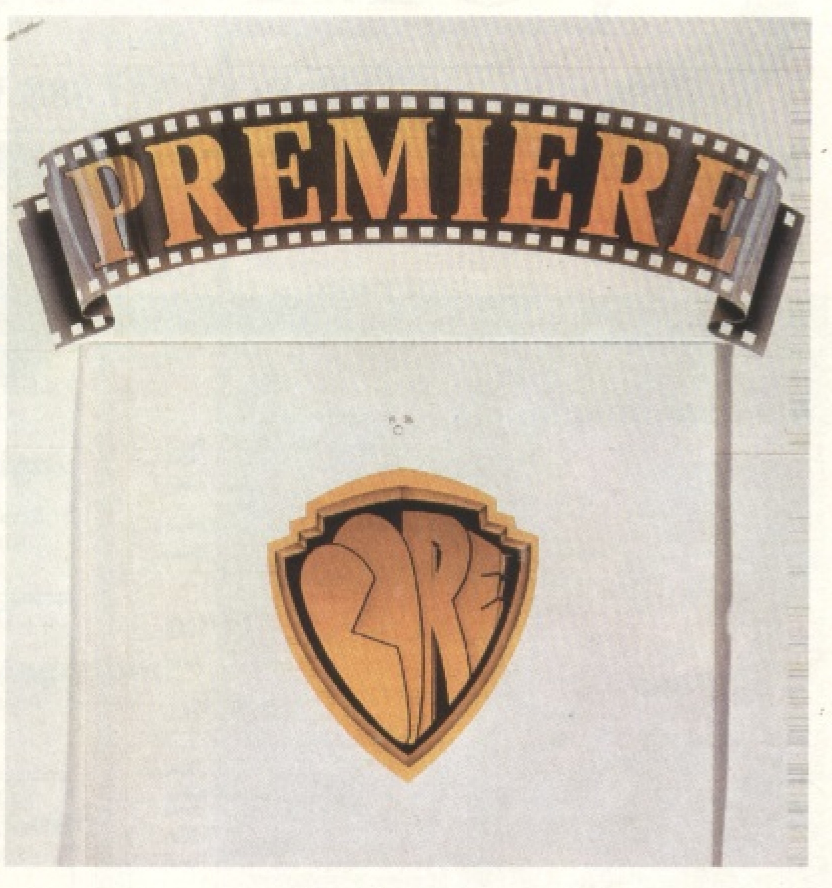
In short, the NV-S5 is simply one of the best video palmcorders you can buy or, in your case, win! In addition, there are ten copies of the game to help cheer up the runners up who so very nearly made it to the First Prize.

LEMME AT IT!

Negotiations with a big-name movie company are currently underway to make a major multi-million dollar movie epic based around The One team. Bruce Willis is already signed up to play Douglas and apparently Woody Allen has shown some interest in portraying Whitta but there's







And it's all thanks to CORE DESIGN

THE RULES
This competition is not open to employees of EMAP Images or Core Design, their friends or relatives. The competition will close on September 21st and the winners will be notified shortly afterwards. The Editor's decision is final and no correspondence will be entered into. No alternative prizes will be given and, while every care is taken, EMAP Images cannot be held responsible for entries lost or damaged in the post.

one big, big problem holding it all back.

You see, there's no script. So what we want you to do is thrash out a plot (or 'treatment', as they call it in the movie bizz) for the film so that scripting can start. The person who comes up with the best treatment will win the palmcorder.

Before you get scribbling there are some things you should bear in mind:
• The treatment should be no longer than 300 words.
• The treatment should feature the whole The One team, including Jim Douglas, Dave Upchurch, Gaz Whitta and Jim Willis.
• Other than that you're free to do whatever you want!

When you've written your epic, fill out the coupon below, attach it to your treatment and send it to: THE ONE: THE MOVIE, EMAP Images, 30-32 Farringdon Lane, London EC1R 3AU.

Good luck and get writing!

The One. The *Movie* COMPETITION

Dear The One,

I've got this great idea for a movie. Please see the attached treatment. I think you'll agree it's brilliant.

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REVIEWS

Sept 1992

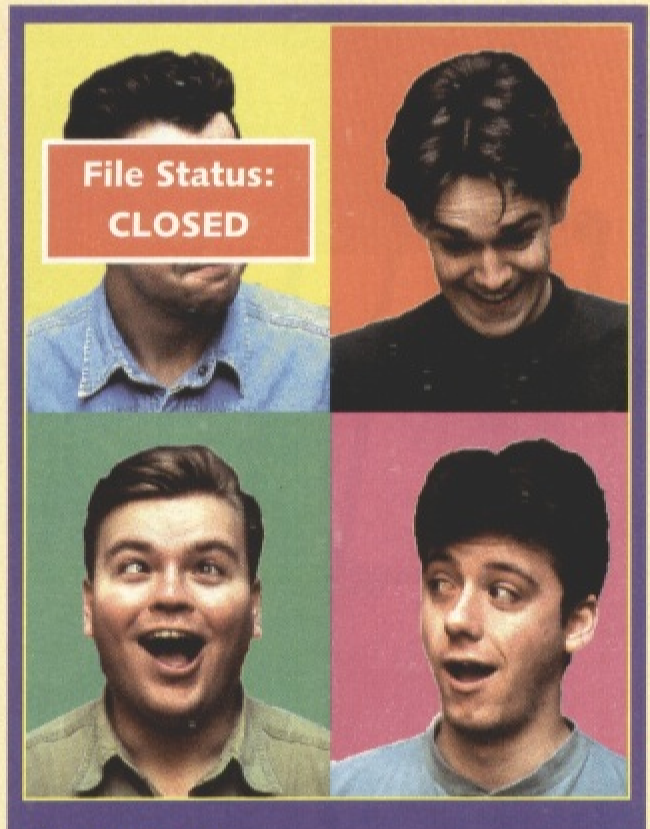
THE SCORES

All elements of our games are rated out of a possible maximum score of a hundred. But what do the scores actually mean?

0-25	**Rubbish. Offensively low quality.**
26-49	**Below average. Not acceptable by today's standards.**
50-60	**Above average. But still plenty of room for improvement.**
61-70	**Fair to good. Lots of nice points, but in no way perfect.**
70-80	**Pretty smart. Above accepted standards.**
81-90	**Extremely good. Top notch impressiveness.**
90+	**Simply excellent. Breathtaking.**

THE OVERALL SCORE

Obviously, at the end of the day, when all is said and done, the Overall figure is the best gauge as to whether the game is any good or not. While representative of the elements, it is not an average of the other scores. That's why it isn't called THE AVERAGE.



JIM DOUGLAS
Tragedy. Jim went on a covert mission behind enemy lines and, strangely, never returned. He has been officially pronounced 'Missing In Action'. He will be missed. Except by Dave "I'm laughing" Upchurch, who's now the Editor. And Gary "Cut out the dead wood" Whitta, who's now Deputy Editor. A bit suspicious, that...

DAVID UPCHURCH
Yet more tragedy. Ultimate power has gone straight to the big lad's head and he's now taken to goosestepping around the office, slicking his fringe across his forehead and even growing what looks like a tiny moustache. He's already promising big changes, like free Porsches for senior staff, unlimited use of the canteen jaccuzzi and 55% pay rises all round. Oh, and he'll probably try to improve the mag as well.

GARY WHITTA
A small spark of light in a sea of blackness, our Gaz has been far more level-headed than Dave about his promotion. "Success hasn't changed me at all," smiled the decreasingly lardy Whits in a benevolent and slightly God-like manner. "I'm still the great, down-to-earth man of the people that I've always been. All hail to me."

JIM WILLIS
Well, what a surprise. Jim has been promoted to Head Of Design Obergruppenfuhrer, which means even more sitting around on his backside, smoking big fat cigars and leering at the female staff members (More!? Is that possible?). Thank goodness for Rob Carter. He's not afraid of a bit of hard work and so it is he who'll be taking over the design duties in full from next month.

KHALID HOWLADAR & RICHARD AUSTIN
With the editorial team cut down by a third we've had to call in the cavalry in the form of these two bionic games reviewing marines. They insisted on no pictures. They do the work for the honour of it, not the glory.

PREMIERE

Roll 'em! Core Design's latest is in the can at last, and Gary Whitta has a front row seat. And why not?

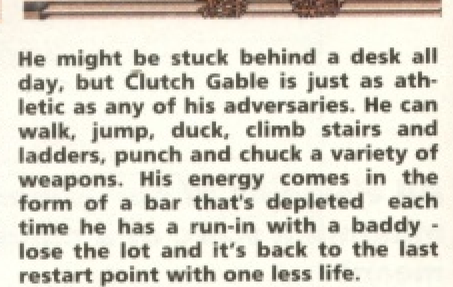
Film editor Clutch Gable is in deep, deep trouble. After three long and sleepless nights of cutting together the latest blockbuster from movie giants Core Pictures, he's more than just a little put out (to say the least) when, after a well-earned nap, he awakes to find that all six canisters of his work have been swiped by a rival studio! When studio boss Buster Smith calls in to remind Clutch that he needs the film ready in time for this afternoon's premiere, he knows that he's in big trouble. Unless...

One chance. If he can make it over to Grumbling Pictures, the scene-stealing rival studio notorious for all manner of nefarious activities against their competitors, find the six all-important film canisters and swipe them back in time, maybe the ending will be as sugary and nice and totally vomit-inducing as one of Core Picture's own formula movies. Maybe.

So off trots Clutch, sneaking onto the Grumbling Pictures backlot, where no less than six top movies are in production. To get back those vital silver tins, he'll have to explore the sets of each and every one, avoiding the malevolent stars (who for some reason have a serious grudge against intruders) and dangerous backgrounds. Sounds contrived? Well of course it is, what do you expect? This is Hollywood, after all!



Premiere's backgrounds are slightly 3-dimensional, with parts of the floor consisting of a background and foreground. Clutch can hop between the two, but the bad guys can't, so it's a handy way of giving them the slip. Apart from that, its use is limited to avoiding and accessing features like traps, ladders and platforms.



He might be stuck behind a desk all day, but Clutch Gable is just as athletic as any of his adversaries. He can walk, jump, duck, climb stairs and ladders, punch and chuck a variety of weapons. His energy comes in the form of a bar that's depleted each time he has a run-in with a baddy - lose the lot and it's back to the last restart point with one less life.

QUIET ON THE SET!

Each of Premiere's levels takes place on the set and behind the scenes of one of Grumbling Pictures' six movies currently in production. There's a canister to be be gotten from each sound stage, but only if you can make it all the way through and complete the end-of-level sub-game. And there's no stuntman to double for you in the tricky bits...



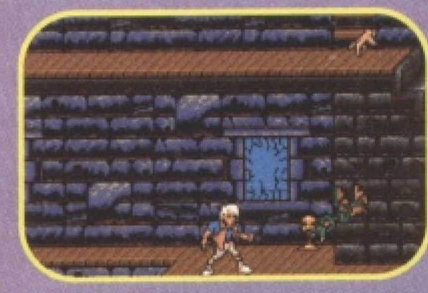
WESTERN

Grumbling Pictures is obviously trying to breathe life into this tired old genre with a new rootin'-tootin' production, set amid a rolling backdrop of stables, saloons and jailhouses. Star-shaped sheriffs stomp about, accompanied by big-breasted ladies, six-shooting cowboys and, of course, plenty of injuns. Clutch protects himself with sizzling bundles of dynamite that roll across the floor and explode on impact.



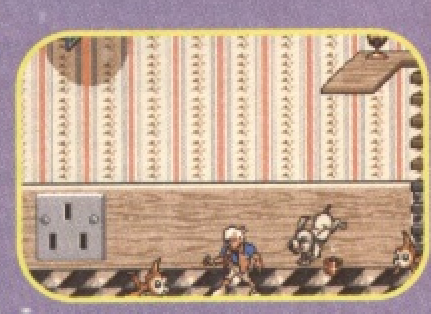
BLACK & WHITE

Ah, the good old days. It's back to pre-Technicolour times for the second level, that takes Clutch through a variety of monochromatic scenes, starting off in an Egyptian temple complete with mummies and 'living' hieroglyphics. There's also a smattering of cats because, as us educated types know, the ancient Egyptians revered them as gods. Use those bags of flour (?) to ward off the bad guys as you progress.



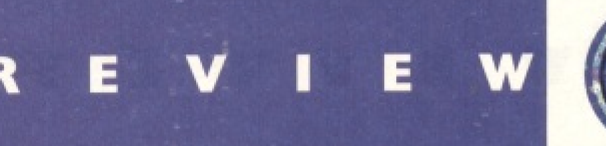
HORROR

It's 18-rated action all the way when Clutch pops in on the set of the latest gory shocker. After a brief trek across a haunted graveyard, you've got to get through a spooky old mansion, populated by monsters, zombies, winged demons and the ubiquitous scuttling severed hands - bottles of holy water provide your only protection. In practice it's all about as scary as an episode of Catchphrase, though.



CARTOON

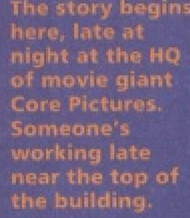
It's like Who Framed Roger Rabbit gone mad on this level! The animated antics here are all set in a bizarre oversized house landscape, which is patrolled by an assortment of characters odd enough to do Hanna-Barbera proud. Furry creatures, musical instruments, buzzing insects... and look out for the one-ton weights. However, unlike Wile E. Coyote, there's no shrugging off these vicious attacks...



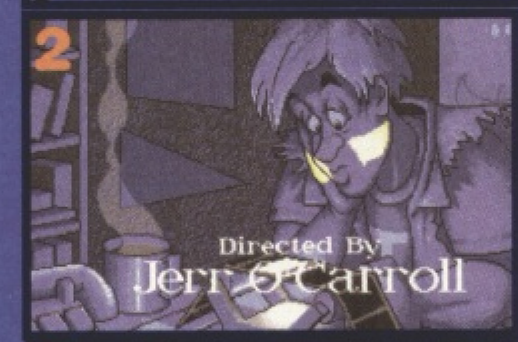
THE PREMIERE INTRO SEQUENCE: BECAUSE FIRST IMPRESSIONS LAST...

If you want the total Premiere experience, bung in the intro disk for a cinematic scene-setting title sequence. Or just read this bit instead...

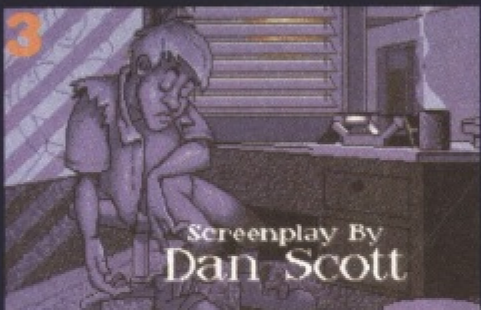




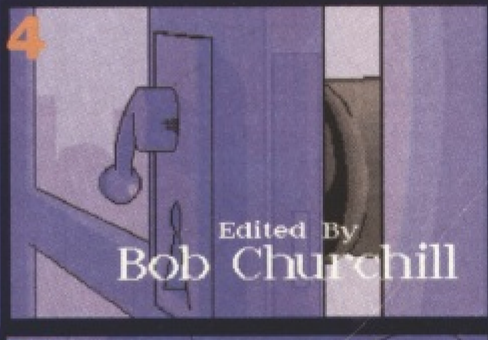
The story begins here, late at night at the HQ of movie giant Core Pictures. Someone's working late near the top of the building.



Moving inside, we see it's our hero, Clutch, dozily overseeing some crucial last-minute editing.



Soon the strain is all too much and Clutch dozes off, leaving the machine to its own devices.



Ooh... Look out. There's a stranger at the door...

5

Sneaking past the snoozing editor, the mystery man swipes the film canisters! The swine!



Night turns to day, and the crack of dawn is marked by the ringing of the telephone.



Clutch awakes with a start. Who could it be at this hour?



Lumme, it's Buster Smith, head of the studio. He's expecting his film to be ready in time for tonight. No problem.



Now, where did he put those canisters...?



AAARRRGGH!

SF B-MOVIE

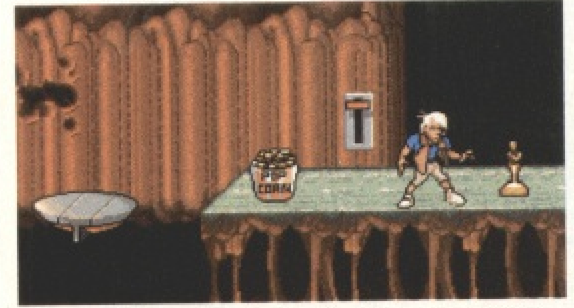
Ray-gun in hand, Clutch battles beyond the stars next, taking on the cast of a low-budget sci-fi flick. As well as futuristic spacemen and starships to contend with, the alien landscape is covered with venom-spitting aliens that look like The Clangers and, what's more, is highly volatile, erupting and spewing flames all over the shop. Nasty.

FANTASY

For the final level, Clutch takes on the perilous sets of a surreal medieval, swashbuckling blockbuster. Take on odd knights on horseback and a veritable cornucopia of baddies so odd that if we told you what they were, you wouldn't believe us, so we won't even bother. You'll just have to be good enough to get there and find out for yourself.



R E V I E W



There's always plenty of old odds and ends left lying around on studio sets, and those at Grumbling Pictures are no exception. Scoop up those carelessly-discarded Academy Awards and BAFTAs (at least that's what they look like) for points, and typical movie-going foodstuffs like burgers and popcorn for extra energy. Most useful, though, are the clapperboards. Pick one of these up to activate a restart point there, so you don't get sent right back to the start of the level when you lose a life.

All the baddies in Premiere inflict the same amount of damage per hit, but some take more to kill than others. A single hit with whatever weapon you've got will take out most meanies, but some need to be to be hit twice before they'll roll over and die. Thankfully there's plenty of spare ammo lying about the place.



THE BAD GUYS

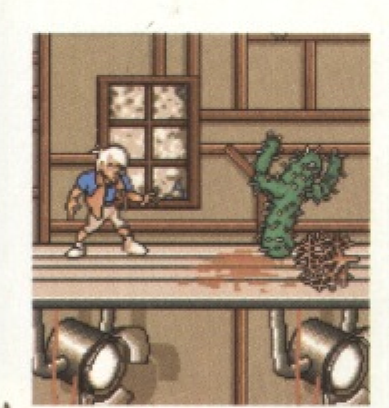
When you finally locate the canister of film at the end of a level, you've got to complete a special unique sub-game before you can be off with it and onto the next stage. Let us take a gander at a few of them, shall we?

This is a tricky one. Trapped at the end of the horror level, the only way for Clutch to escape is to jump onto the giant tradmill and pedal like a hamster on steroids - the wheel controls the mechanism that slowly winches up the exit door. Only problem is, the devil himself likes to come along every few moments to prod Clutch with his pitchfork. To get rid of him, you have to jump off the treadmill, causing the door to start sliding back down, and assault him with dynamite until he blows up. This process is painstakingly repeated until the door locks open at the top and you can escape. Not easy.

On the Western level Clutch comes face to face with a gunslinging bulldog in a showdown played out to a smart remix of The Good, The Bad and the Ugly's theme music. Big Butch's fingers twitch on his holster for a few seconds, then when he goes for his gun you've got to beat him to the draw by hitting the FIRE button before he can shoot. Draw too early or too late and you'll bite the dust. If you can plug Butch three times in succession, he goes down for good and it's onto the next level.

The ending of the Black & White level is suitably melodromatic, consisting of a frantic train chase. With Clutch standing on a runaway platform, the object is to keep the pursuing locomotive at bay by constantly hitting it with dynamite. As you roll forward, you've got to jump over broken sections of the track, duck under signal posts and collect extra ammo from trackside dumps.





Entering doors on the set takes Clutch behind the scenes, to where extras hang out, props are stored - and handy objects and shortcuts are to be found. Sometimes going back-stage is the only way to get round obstacles on the set, so it's worth exploring every door you come to.



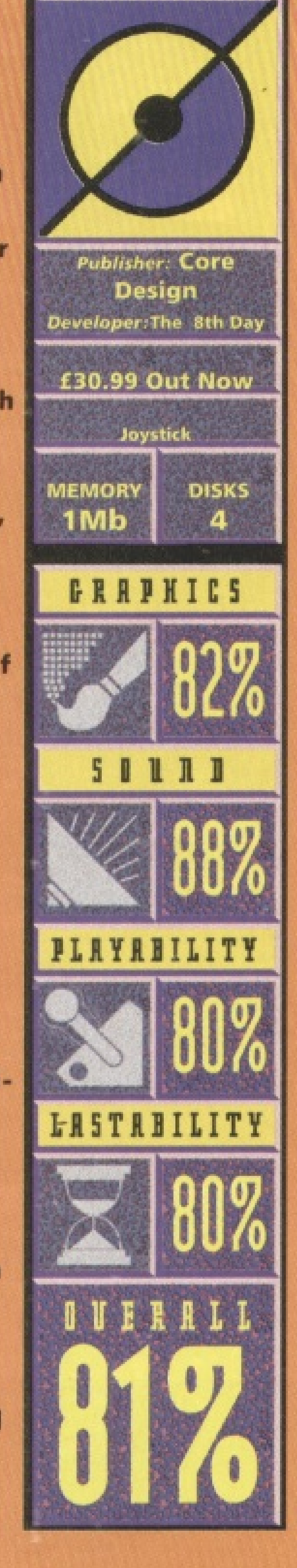
Progress in Premiere involves as much vertical movement as horizontal, with many of the game's more interesting bits found high above the studio floor, suspended on precarious platforms and accessed by climbing ladders and stairways. You can't get hurt by falling too far from a height, but it is possible to drop through holes in the floor and plunge to your death beneath the game area. Aaiieeee!



You just can't be a platform game in the 90s unless you have some switches somewhere, so here they are. Set into the wall around the sets, they perform special functions when thrown - though not necessarily on that very screen. They do all sorts, like opening doors, removing obstacles and activating moving platforms, so flick 'em when you find 'em.

THE VERDICT

Unlike The 8th Day's first creation Heimdall, Premiere's a game that doesn't take itself seriously at all. Though you're unlikely to watch it more than a couple of times, the animated introduction sets the comedic mood and tone for what's to follow perfectly - and that brash, colourful style is something that is sustained consistently throughout the entire game. The graphics really are very nice indeed, with enough variation between levels to ensure there's always something new to see around the next corner. As platform-based arcade adventures go, Premiere is certainly one of the most polished, and amongst the most fun to play as well. There's a lot of fun to be had exploring the sets and discovering new things. If the main thrust of the gameplay has a weak spot, it's that the adversaries aren't particularly challenging, and don't add a great deal to the fun. It's not the fault of the baddies themselves, more the fact that Clutch isn't really that versatile - he can't fire while jumping or ducking, for instance. Abilities like these might have allowed for far more varied and interesting confrontations, but as it stands dealing with the bad guys can become somewhat of a chore at times. Because of that, this is a game that's likely to be appreciated more by arcade adventurers and platform gamers than those who are just out for a quick runaround and a high bodycount. You've got to think and take your time, you see. I've got special praise for the end-of-level sequences, which are genuinely original and a helluva lot more entertaining than conventional guardians, and for the music, which adds so much to the fun. The Egyptian tune in particular is so dreamy and nice I could listen to it all day. Premiere won't win any Oscars for originality, but who cares? It's pretty, it's fun and it's long-lasting. And that'll do me nicely.

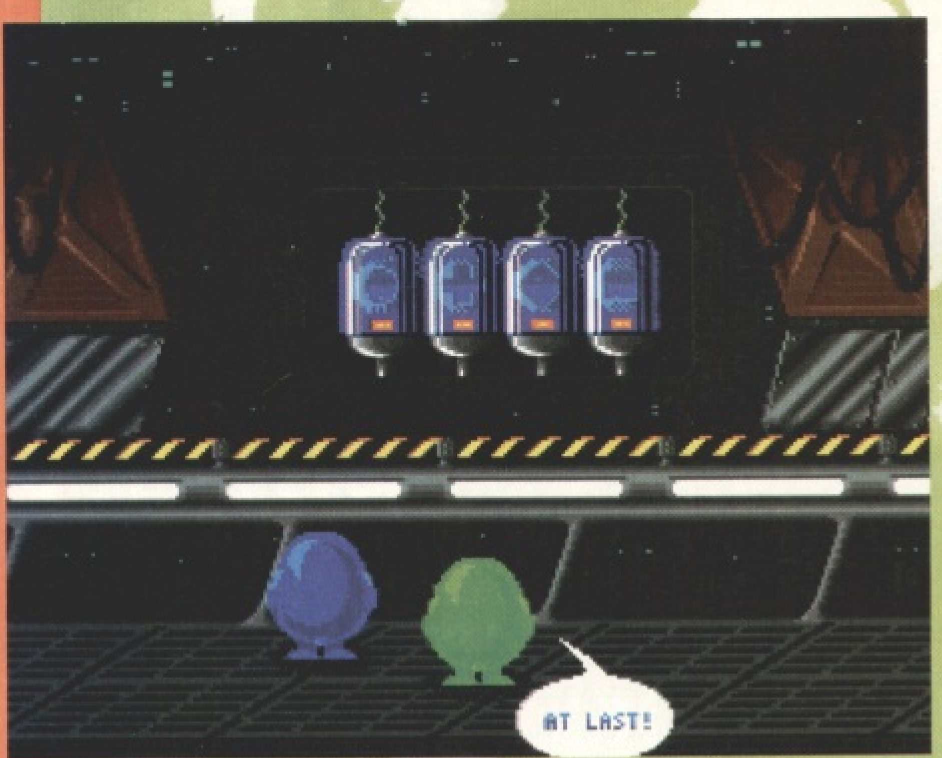






REVIEW

CRAZY SEASONS



(Above and below) The game starts with a short intro illustrating how our pengoid scientists came to be in such a Universe-destroying situation. As you can see, it's not really the most inspiring of sequences. These two pengoids are the characters you control during the game although they don't seem to have been given names. So much for individuality.

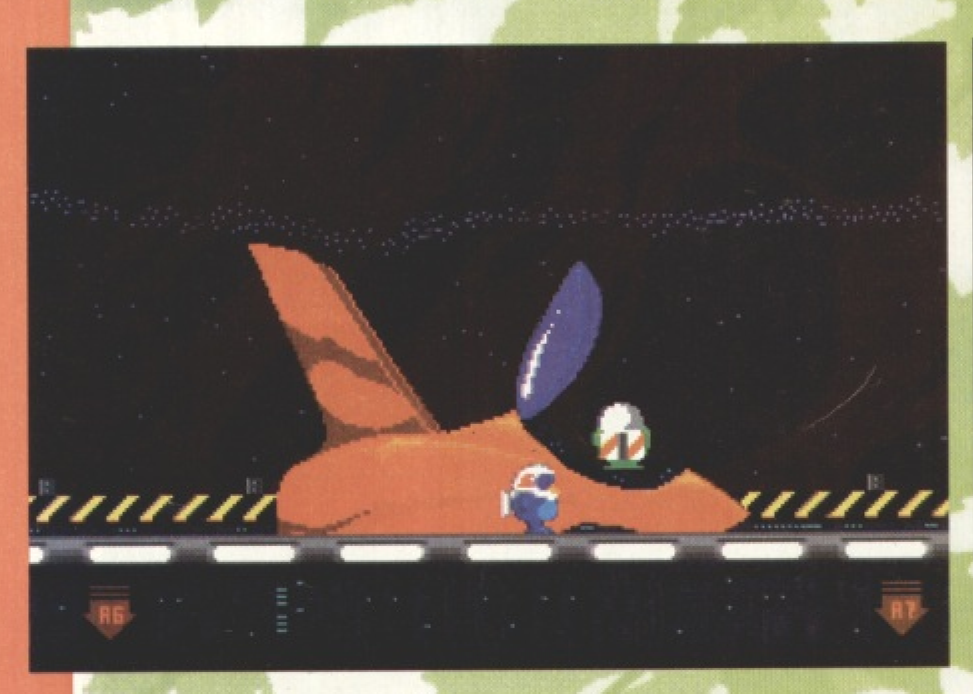
The time has come to save the Universe and only Khalid Howladar has the platform skills to pull it off

Crazy Seasons? Yes I know what your thinking - with a name like that it must be crap. But wait! Bear with me and you'll see that behind the poor title there's a reasonably playable piece of software screaming to get out.

Now I've come across some corny plots in my life but get a load of this. Two scientists (who I assume are meant to be penguins) are putting the finishing touches to their time machine when KA-POW ! The capsules containing the (read slowly) Time Fluid have moved out of alignment, causing an explosion that scatters them across the globe. The penguin/scientists must recover the Time Fluid capsules before the entire universe is sucked into a mega Time-Space Black Hole.

Hmmm. Obviously a lot of thought went into that one.

But you can forget the story (Hooray - The whole world), 'cos basically the game is a level-based platform affair where you must shunt the Time Fluid capsules around the screen until they are lined up in the desired order which is shown at the bottom of the screen. If you are feeling a bit social a mate can get involved for simultaneous two-player fun.





(Right) There are four seasons to play through during the game. You are given the option at the beginning whether you wish to start on Spring or Summer. The later ones only become available should you perform well enough to earn the privilege.



(Above)Each season is preceded by a short little intro of its own which, I think although I'm not sure, are meant to be funny. Having watched the slow little animation I was left feeling quite numb and confused after trying desperately to understand the Italian sense of humour.

THE VERDICT

Anyone will tell you the most important aspect of these cutesy platform-type games is the playability. The graphics and sound can be good but if there's no playability there's no game. In this respect, Crazy Seasons fares rather well. The controls are simple and easy to use and everything moves smoothly and relatively fast (mind you, not that there's exactly a lot ever on-screen at any given time). It's quick and easy to get into but it soon begins to falter. You see, once gotten into, there isn't really much to keep you there. Yeah, okay, so the graphic style changes every ten levels or so from Spring to Summer (that's why it's called Crazy Seasons, you see - clever, eh?) and so on but that's hardly going to keep you addicted, and shunting blocks around becomes a tad tedious after a while. Aesthetically, it's nothing special and sound is the usual plethora of burbling noises and cutesy tunes. To be fair Crazy Seasons is not a bad attempt but this sort of thing has been done a lot better elsewhere (Rainbow Islands and Parasol Stars, to name but two) and these are probably more deserving of your hard-earned cash than this.



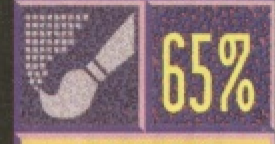
Publisher: Idea
Developer: In-house

£25.99 Out Now

joystick

MEMORY	DISKS
1Mb	2

GRAPHICS



65%

SOUND



62%

PLAYABILITY



76%

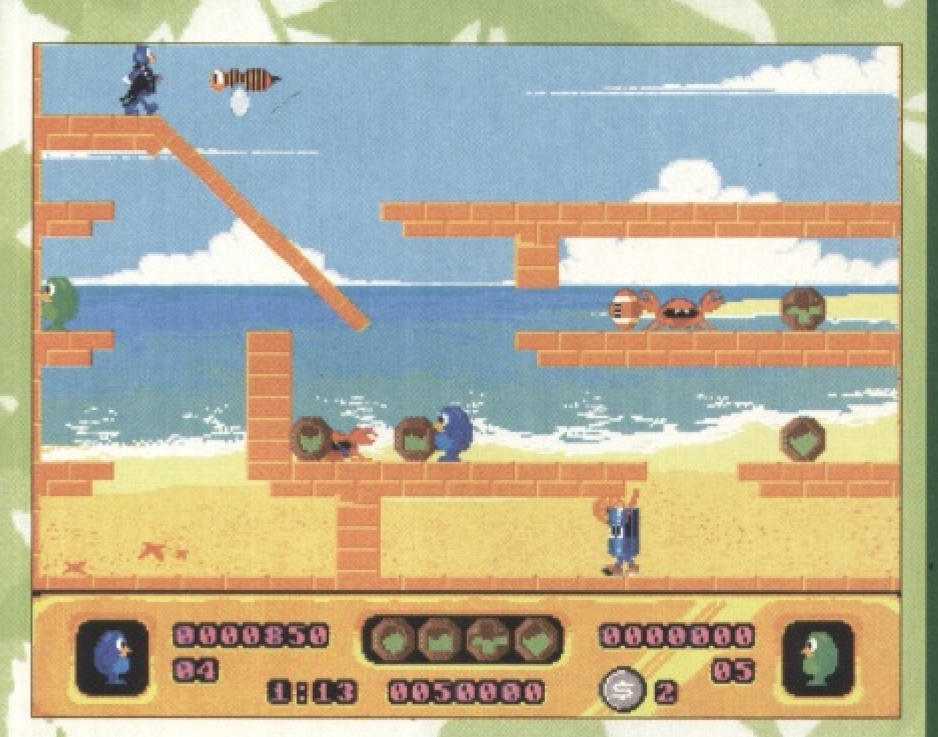
LASTABILITY



56%

OVERALL

70%



(Above) To kill the numerous meanies that mill around you have to shove blocks onto or through them. The first strike simply stuns the baddies and they must be hit twice to destroy them. Once killed they leave an item of some sort which can be collected either for a point bonus or some special power.



(Right) Ah, Spring has sprung. The strip of icons on the score panel at the bottom of the screen show the order in which the Time Fluid capsules must be arranged to complete the level. These are shoved by standing next to them and hitting FIRE. If you make a mistake you can push it up against a wall or other object. Pressing FIRE now resets the capsule back to its original position.

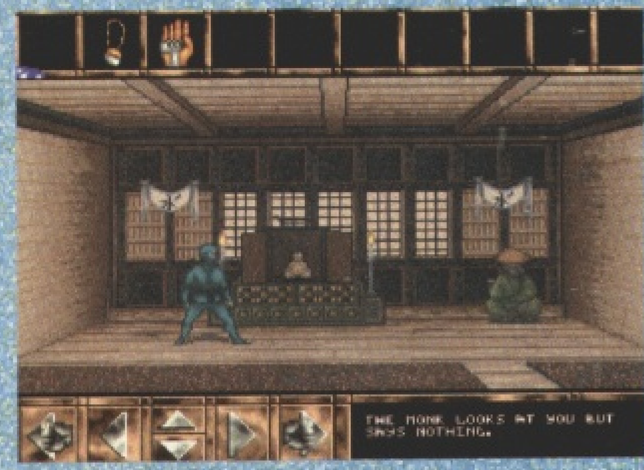
SWORD OF HONOUR

Ninja-San Khalid Howladar looks to the Land of the Rising Sun as he delves into D.M.I.'s chop-socky extravaganza

Ninjas have always been popular characters for computer games. It's probably due to the fact they possess lightning reflexes and fists of steel, not to mention that huge arsenal of exotic pointy weapons. So, it's no surprise to learn that Sword of Honour, being a beat-'em-up, casts you in the role of a warrior of the night eager to complete a quest to recover the stolen sword of his Shogun and thus protect his master's honour.

It's a side-on-viewed affair although, at various junctions, the player is given the option to walk up 'into' the screen or down 'out of' it into new areas of exploration. Progress through the flick-screen world is generally a matter of chopping up various enemy ninjas and bushido warriors who are out to stop you in your tracks.

There's also an element of arcade adventuring. Various objects are dotted about and these are used to 'interact' (after a fashion) with some of the characters you meet, i.e. give a person something they want and they'll either let you pass or give you something useful to use elsewhere. Some objects you can actually use for yourself, such as health-restoring food or a few one-shot shuriken death stars (especially useful as they allow you to take enemies from a distance).



Various buildings can be entered by pushing UP or DOWN on the joystick when outside the entrance. The monk you encounter here inside an ancient monastery proves quite uncommunicative. However, maybe a little something from your inventory will loosen his still tongue and let you progress a little further?



Here's a tricky situation. That poisoned arrow means instant death should it strike you. Due to the animation the process of leaping is actually quite a slow one, so a good sense of timing is essential to jump over it successfully. The bar along the top of the screen allows you to use, give and drop any objects you come across. The icons along the bottom allow you to control your Ninja using a mouse; needless to say that doesn't work very well at all.

THE VERDICT



Ninja-based beat-'em-ups are always popular (the Last Ninja series, Shadow Warriors or Shadow Dancer, anyone?) so a new entry to the genre has got to be something really special to stand out from the crowd. Sword of Honour has several points in its favour. The animation of the your character is quite smooth and he looks quite hard while doing his combat rolls, flying kicks and the usual plethora of karate moves. The backdrops, however, look a bit hazy and ill-defined and this can lead to annoying deaths where you can't see the enemy missiles or traps. Sound is rather unimpressive, consisting mainly of whistling wind and trickling river background effects overlaid with a few grunts and groans. The hand-to-hand combat, which makes up the meat of the game, is quite enjoyable and you get some pretty good fights due to the instinctive selection of attacks. The computer character 'interaction', though limited, adds a deeper dimension to the game which helps prolong interest as you try to find a use for the objects in the game. Overall, Sword of Honour isn't a half-bad game but doesn't really push the boundaries of the beat-'em-up genre any further either. Still, it's a pleasant enough time-waster.



This fearsome Samurai will do you some serious damage should he lay those fearsome swords upon your person. It's quite nifty the way he spins them round in an attempt to intimidate you. However, if you're not feeling up to a fight you may be able to bribe your way past. Hmmm, he must be very hot inside all that armour - maybe you've got something to cool him down...



MEGATRAVELLER 2

The Quest for the Ancients



The intro sequence takes the form of a home video which shot while on holiday on Rhylanor. Your severely bespectacled guide is showing you the Ancient relics when suddenly the ground starts shaking. As the site slowly awakens toxic green slime oozes out of the corroded structure. As you leave you notice two shadowy figures fleeing the structure. Who could they be? Why were they there? What is their significance? Tune in next week to find out.

Khalid Howladar leads his squad of interplanetary adventurers in a mission to save the planet Rhylanor. Gosh!

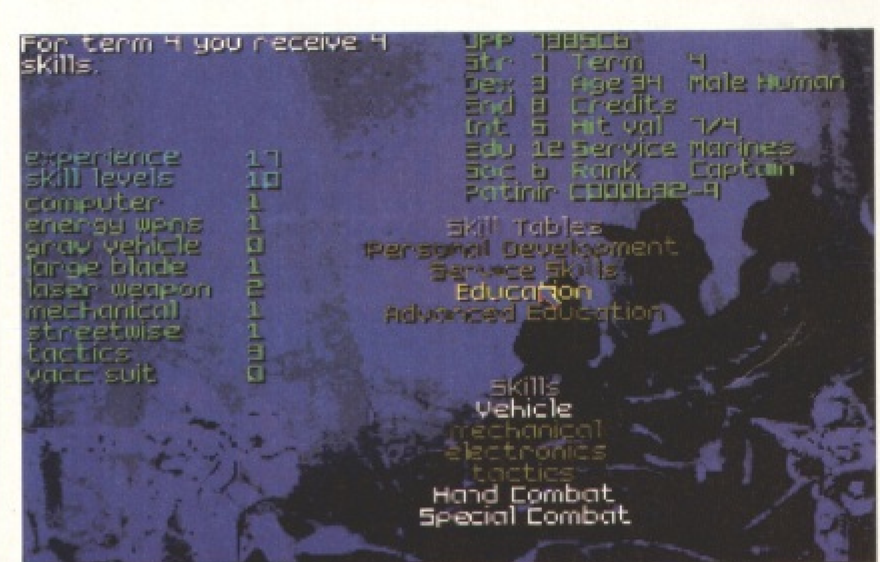
Would you believe it? MegaTraveller 2 is the sequel to the first MegaTraveller. Well, I'll be blowed, what will they think of next? MegaTraveller 3, probably. In the meantime fans of the popular star-spanning role-playing series will have this to be going on with. Set in the far future you and your four chums are interplanetary adventurers, ex-military geezers who, having retired, are trying to find various exciting ways of spending their amassed wealth.

The adventure centres aroundthe Ancients, a super race who, for some mysterious reason, disappeared from the Galaxy over 300,000 years ago. However, various Ancient sites and artifacts have been uncovered, and it is at one such site on the planet Rhylanor that the fun starts.

One day, totally without warning, the Rhylanor Ancient site mysteriously comes to life, spewing vast rivers of toxic green slime over the surrounding countryside. If not stopped, in seven years time the slime will completely cover the planet! Desperate for help, the citizens enlist your team's aid in tapping the slime's flow. Thus begins a quest that will take you across the Galaxy and beyond, entailing searching 127 planets, each with five major cities! Interesting, eh?



Every city on the planet Rhylanor looks like this. It's here that you generally visit useful places (bank, car hire, shops, university, etc) and interact with the various non-player characters. This is very limited in the sense that you say nothing and they have one little speech to make and that's it. For example, one person introduced himself as an undercover agent (introduced himself!?) and proceeded to tell you of his mission. Why? That's more like a non-player tape recorder than a non-player character.

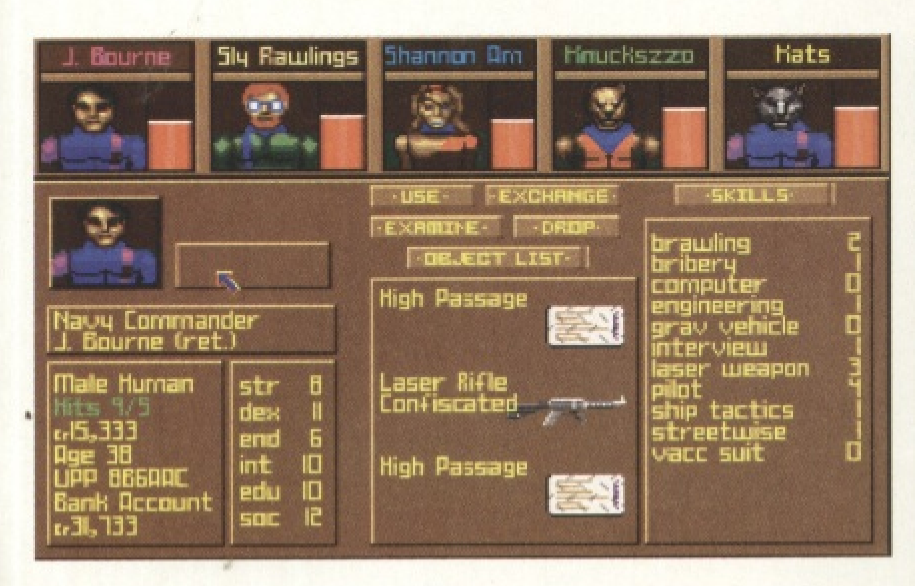


Character generation is very comprehensive allowing you to really personalise your on-screen alter egos. Careers available range from an Imperium Marine to a Bureaucrat. There are 135 skills, of which about 70 aren't needed but are included for completeness. Those who can't be bothered to go through this lengthy process can opt for a 'quick start' party instead. But do you really want warriors with names like J. Bourne and Kats...?



For each town location there is a person with whom you can converse (albeit in a very limited fashion), and purchase various bits of kit (body armour and assault weapons from a hypermarket?). All the people in the game are all drawn to the same poor standard and with animation as dodgy as this they might as well have not bothered. Note the lack of shoulders - I don't understand it either.





This is where you can Examine, Use, Drop and Exchange the various objects that you find. These are present in a scrolling window that needs to access the disk as each item appears on-screen. Also present are the skills and attributes of the characters such as hit points, career and that oh-so-important money. This can either be pooled or shared out amongst various party members as one sees fit.



This is one place you'll be seeing quite often. Here you can either book passage on a liner (which uses pre-set passage routes) or charter a ship (useful for travelling to interdicted worlds). If you possess your own ship (it does happen you know!), this too is boarded here, and the crew automatically take the stations for which they are best suited. For example, someone with a high Pilot skill would be on the bridge, another with a high Turret skill would man the guns and so on.



Fights involve selecting a target then choosing one of the relevant combat options - Attack, Flee, React (if someone shoots you, shoot back without the need for targeting) and Reserve (which sends the weaker characters into cover when the action starts). This makes for very limited player involvement which basically leaves the computer to do everything after the initial set-up. Space combat is pretty much the same.



THE VERDICT

Although you shouldn't judge a book by its cover, it has to be said that MegaTraveller 2 doesn't make much of a first impression. The game's graphics are very poor; the cityscapes are uninspired and the poorly-defined icons make it extremely difficult to determine which building is which. Worse, every city on each planet looks almost exactly the same. Not only is this very boring, it also seriously hinders any impression of exploration or progression - surely vital elements in any good RPG? Matters aren't helped by the tedious movement system that makes a big fuss about letting you go anywhere and the unexciting combat system leaves you feeling strangely detached and apathetic about the whole thing. Worst of all, however, is the incredibly tedious disk accessing, even on a dual-drive system. It seems that you can't do anything without the computer spinning the disk. A good example is at customs, a rather pointless affair where you try and sneak contraband such as guns onto planets. First the game loads the officer's jaw animation (poor at best) and then it accesses the disk some more and for what? Just so that his face can twitch!! Would it have been so difficult to make these distressing features switched off-able, thus letting the RPGer concentrate on the actual game? Probably, but that's good old-fashioned thoughtlessness for you. I'm usually a great RPG fan - both on tabletop and computer - but I'm afraid any initial interest I felt just got slowly ground away. It's a pity because the MegaTraveller universe is a varied and interesting one and the plot had a lot of potential. It's just a pity it wasn't realised.

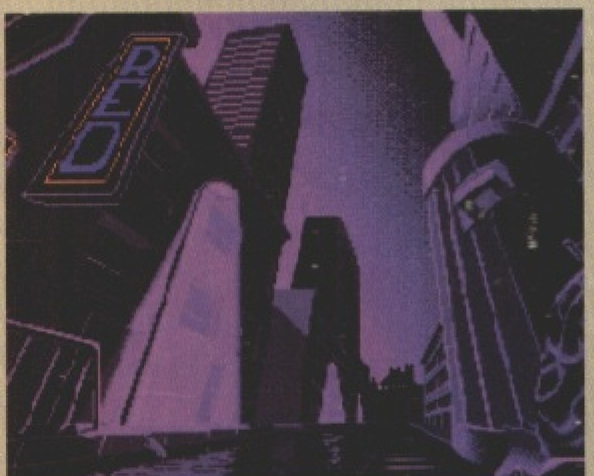
FASCINATION

Khalid Howladar puts on a big dirty raincoat and gets fascinated by the sleazier side of French software...



This is where you start your wild adventures. On the bed is the dead passenger's briefcase, within you must find the vial and then hide it somewhere else. I mean, it would be foolish to carry it around wouldn't it? So where would be a good place? That fridge looks handy and that jug of water convenient. Any ideas?

The French, eh? You've got to envy them. They've the food, the wine, the women, the seedy software. That's right, seedy software is a small but important part of French culture. Don't ask me why - I'm no population psychologist - but the fact is illustrated perfectly by Coktel Vision's latest release. After all, it IS billed as the 'role-playing game to be enjoyed when the kids have gone to bed'!



The game is different from most RPG's in that the central character is a women (although I very much doubt they did it in the name of sexual equality). You see, you play an airline pilot called Doralice May, a femme fatale out to have a good time. However, on a flight from Paris to Miami one of your passengers keels over and dies but not before he implores you to take a vial from within his briefcase and deliver it to Jeffery Miller, President of Quantum Unlimited Labs.

Within the vial is an amazingly powerful cerebral chemical that will revolutionise neuro-psychiatry as we know it. Should it fall into the wrong hands, however, its potential for harm is immense. Needless to say, you accept the mission...

Here are a couple to interact with. Your friend has some useful information although she doesn't know it and there are some extremely useful objects around if you're sharp enough to find them. Remember, objects can be used on other objects.



THE VERDICT

I'm really not quite sure who Fascination is meant to appeal to. As an RPG it's severely underdeveloped. The game is very linear in the way that it does not really allow you to progress until you have done everything you need to do within a particular set of locations. Problems generally consists of finding objects and then finding the relevant use for them which then leads to either another object or a bit of information. The interface is easy and simple to use but limited in what it can achieve, i.e. you can LOOK, TAKE and USE but not much else. So, if you're not going to buy this for the role-playing what does that leave? Hmmm, I think it's the (and I quote) "fascination with your female character's particularly sensual and erotic perspective" or to put it simply, the titillation aspect. At every opportunity the game will take the chance show some naughty pixelised pin-ups. A good example was when I decided to search the bathroom. "Good, I needed to get out of those clothes" your character says and proceeds to take a shower! Needless to say the pics that followed made me laugh. Being French the game graphics are of a reasonably high standard; the objects are clearly drawn and backgrounds are detailed so you can see objects present easily. The music is competently done although there are few spot effects. I suppose there are people who enjoy this sort of thing and hopefully they don't take it too seriously, but at thirty quid these certainly aren't cheap thrills.



THIS MONTH:

It's amazing! It's incredible! It's... KILL ZONE! Month after stunning month, Kill Zone tackles the games other magazines are too scaredy cat to touch. Where else can you find up-to-the-minute tips and complete solutions to the games you're playing now, not the ones you gave up on six months ago? Answer: Nowhere.

You know the one to trust. Kill Zone. We'll think you'll agree that, as they say, respect is most definitely 'due'.

Hey! Let's get physical! Gather up the Kill Zone pages between your thumb and forefinger then, with your other hand, grasp the rest of the magazine. Flex your mighty muscles and tug, cleaving The One and Kill Zone in twain. Amazing - not only the finest Amiga games magazine this side of Regulus IX but also a superb tips supplement!



Think you could do better at managing a football team than the real Graham Taylor? Well, let's face it, you couldn't do much worse. Sack the man, that's what we say. Anyway, your chances of success will be greatly enhanced once you've absorbed these top tips from Krisalis. Perhaps Graham himself should have a read as well.

TRAINING

For optimum results, make your boys train four times a week and always employ team training (as opposed to individual player training) as often as possible. Select your training method carefully as each programme will have different effects on your players' skills. Circuit training's good for stamina, outdoor game helps overall skills/set piece practice, and indoor game improves passing.

However, you shouldn't let yourself get carried away. For one thing, avoid prolonged use of any one method, as this can have a detrimental effect on players' moral and may also lead to injury - not a good thing to happen to a footy team.

During June you may give your players the break they deserve - after all, everyone needs a holiday now and then. Missing training for just one month will not harm your players' skill levels but you must resume training promptly in July. No-one said being a top footy boy was going to be easy on either you or them!

TRANSFERS

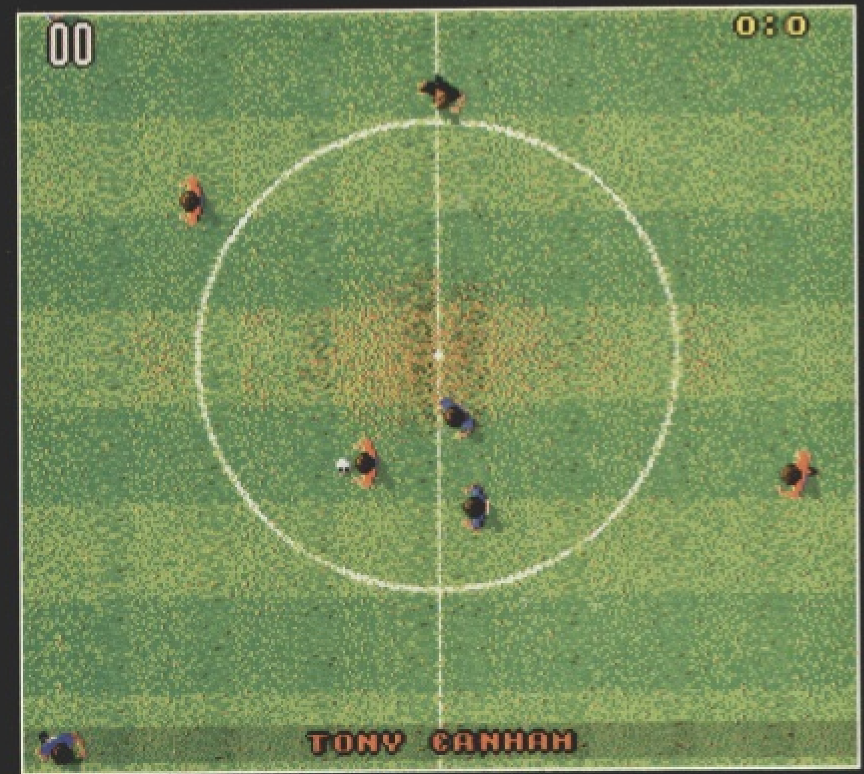
No, not those little coloured designs you lick and stick on your arm - we're talking about the buying, selling and loaning of top players here.

If you're going to loan a player, it makes sense to find out how good the player is beforehand, as even a player from a higher division may have lower skills than most of your own squad. First find an available player, then enter a very high figure when asked how many weeks you want him for. This should abort the loan, and so allow you to send out a scout to have the player watched. Compare the player's skills with those of your own players and, if suitable, loan him.

When putting your own players on the transfer list, try not to price them too high or you may scare off other clubs. Examine a player's value from the contracts and use a similar amount.

Time takes its toll on everyone, even football players. It's a harsh necessity but, as you climb the leagues, think about getting rid of as many your old players as you can. This will enable you to replace them with new blood with skills to match their opponents. Remember, one good player is more valuable than two average ones.

How does a team win a football match? By scoring goals, of course.



FIXTURES

LGE	3/8/91	A.Villa	A	–
LGE	6/8/91	Q.P.R.	A	–
LGE	10/8/91	Notts F.	A	–
LGE	17/8/91	Luton	H	–
LGE	20/8/91	Luton	A	–
LGE	24/8/91	Sheff W.	H	–
LGE	31/8/91	Leeds	A	–
LGE	7/9/91	S'Hamptn	A	–
LGE	14/9/91	S'Hamptn	H	–
LGE	21/9/91	Leeds	H	–
LGE	28/9/91	Q.P.R.	H	–
LGE	5/10/91	Man City	A	–
LGE	12/10/91	Arsenal	A	–
LGE	19/10/91	Notts C.	A	–
LGE	26/10/91	Chelsea	A	–

Coventry City

EXIT

AUGUST, 1991
SAT 3 MANSFIELD T (A)
SUN 4
MON 5 TRAINING
TUE 6
WED 7
THU 8 TRAINING
FRI 9

AUGUST, 1991
SAT 10 NORTHAMPTON T (A)
SUN 11
MON 12
TUE 13 TRAINING
WED 14
THU 15
FRI 16

Saturday , 3rd August 1991

ADVANCE | TRAINING | FRIENDLY | EXIT

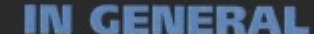
It makes sense, then, that the first player you should aim on buying in is a really good goalkeeper. When in Division 3, save up for a £100,000-plus keeper, and you'll find that this will solve half your problems.

If you're a bit clever you can use the transfer list a bit like a stockmarket and play it to your best advantage. It is possible to make money by giving a full contract to a trainee (only select the very best) and then putting him on the transfer market ready to be snapped up at a profit. Give him time, however, and his skills will blossom, allowing you to sell him off for a higher price or keep him on if he's really talented.



Graham Taylor's SOCCER CHALLENGE





IN GENERAL

When picking out your team, play players out of position if necessary, rather than opting for a trainee to fill the gap. Naturally, the all-important goalkeeper should be excepted from this tactic.

Watch as many of your own matches as you can, as the result will be more of a realistic reflection of your team's selections and players' skills. It's also good fun!

Choose your words carefully when it comes to team talk. While, on the one hand, you don't want to upset the gaggle of prima donnas under your command, on the other, they have to be told firmly and fairly what's what from time to time. As a general rule use the responses PRAISE, NO COMMENT and REPRIMAND whenever necessary.

Remember to check your players' contracts and re-negotiate with valued players regularly. You must try to avoid a player out of contract choosing to walk out on your club (typically just when you need him most!) as you will not receive full value for him in compensation.

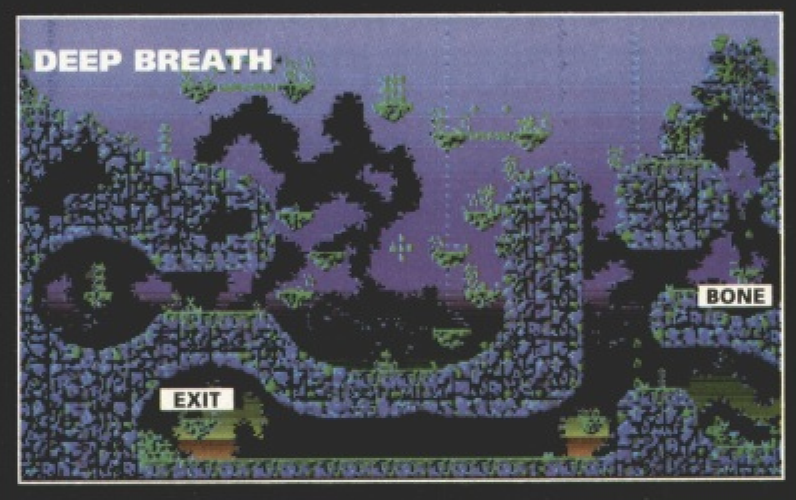
Since the game is based on reality, you should try and make realistic decisions whenever possible. When seeking a new job or just starting out, try and select clubs that attract large crowds in reality, as realistic ground capacities are included in the game. As a starting guide, go for Burnley, Carlisle or Cardiff and avoid Doncaster, Halifax and Torrance.

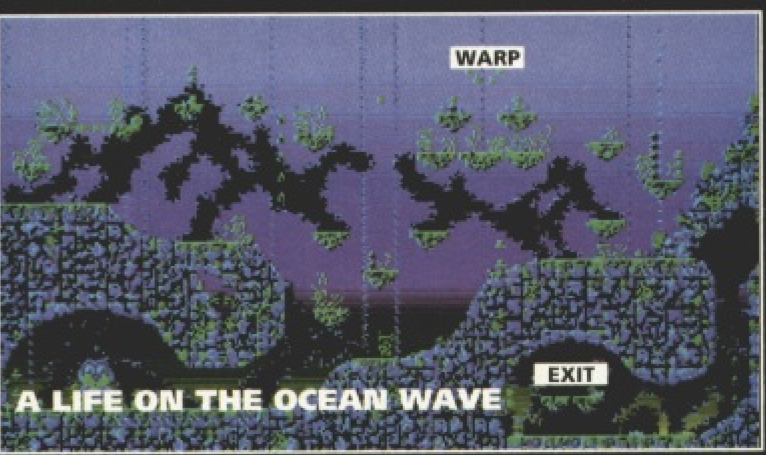
BURNLEY EXPRESS . SATURDAY . 3RD AUGUST 1991
Express Sport
TAYLOR BLASTS TEAM.
Unlucky Williams out of action!
Brown retires after injury

FIRE

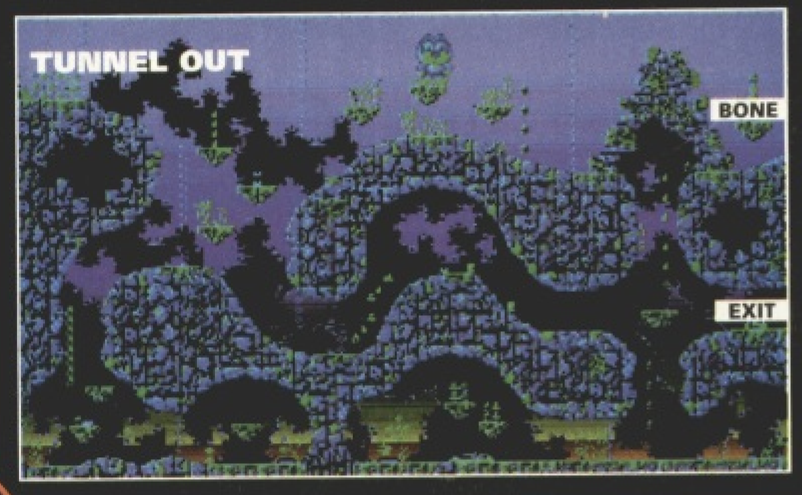
UNDERWATER WORLD'S MAPS

There are four 'official' levels to explore and two secret ones to discover.









Cool Coyote's adventure continues under the sea and through the rain forest. Andrew Braybrook gives you hints on how to survive...

UNDERWATER WORLD

The puppies travelling by boat across the sea, our intrepid hero dons scuba gear for a quick exploration of the murky aquatic depths. First, just spend a couple of moments getting used to walking underwater - Cool Coyote reacts more sluggishly to your joystick commands and you must take this into account when exploring.

Most of the creatures that lurk in the depths are, of course, fish. These come in various shapes and sizes, but they all have a couple of of things in common: they're all pretty weird and they're not particularly friendly. Being underwater, any frozen fish will just drift to a stop. If it drifts into a wall of solid rock it'll shatter.

As a general rule, the ugly fish tend to lurk near the surface, the propeller fish live deeper down and the torpedo fish tend to group together in caves. Crabs and squid you can find just about anywhere.

THE WAY THROUGH...

DEEP BREATH

From the starting point head off to the right and follow the rock face down to the seabed. A quick visit into the cave to the left will make our hero a few doubloons richer. It's at this point that you can have a play with a clam. Mastery of the clams is a real must for later on so pay attention now: lightly stepping on a clam causes it to slam shut; to get it to bounce you upwards you need to jump down on it then jump up as late as possible just as the clam springs open.

Take care to get all the fish before descending into the caverns or it's 'clam time' to get back to the surface again. At some point you'll have to hurl our hero down one of the holes to the right of the area. The left hole is the deepest, but probably the safest, as the right hole emerges in a cave containing a propeller fish and a crab in. You can reach this cave by clamming your way back up from the deep shaft. A bone-us also awaits here. Tread carefully as the crabs are sometimes difficult to spot. From the bottom of the deep shaft you can go left behind the rock formations, but keep firing as other fish could also be behind there. Grab all the sunken treasures and take the exit.

A LIFE ON THE OCEAN WAVE

Here you have a choice of obtaining

AQUATIC ADVERSARIES

DIVER
Hits to freeze: 2.
Points: 150.

CRAB
Hits to freeze: 1.
Points: 200.

PROPELLER FISH
Hits to freeze: 1.
Points: 200.

UGLY FISH
Hits to freeze: 1.
Points: 200.

SQUID
Hits to freeze: 1.
Points: 250.

TORPEDO FISH
Hits to freeze: 2.
Points: 500.



GIANT EEL
Hits to freeze: 20.
Points: 10,000.





the key the hard way, by freezing all the creatures you can find, or by locating the secret exit which takes you to another land where all the remaining key parts are just begging to be taken. In this secret area, as well as an exit back to A LIFE ON THE OCEAN WAVE, there's also a second secret exit to TUNNEL OUT.

THE CAVE OF GOOD FORTUNE

Follow the normal routine - find those key parts. The warp will take you to a secret world full of treasure and key parts!

TUNNEL OUT

This land's name suggests the location's exit but doesn't hint at the large eel that guards it. If you have a suitable special weapon, such as multi-fire or sonic bark, and a few spare snowbombs then find the eel as soon as possible and deal with it. Duck under or jump over the fishbones that it spits out. These can also be shot out - the sonic bark or snowbombs being best for this.

You'll have to take the tunnel opposite the exit to get back to the surface if you've missed any fish up there. Beware the shoals of torpedo fish that live deeper down - they're fast and take two shots to freeze. Use the turtles near the surface to reach higher areas and locate all eight of the ugly fish.

JUNGLE JAPERY

The quest continues amidst Amazonian flora and fauna. Here is a world of constant danger with enemies are all around, each desperately trying to stop Cool Coyote from completing his mission.

THE WAY THROUGH...

RAIN FOREST RAMPAGE

There's only one way to go and that's forwards. Take things slowly, don't alert any more Incas to your presence than you need to. The first obstacle you'll come across is a Venus Fly-Trap - you must jump high over this. They're slow to react, so just keep moving. Wait until any fires caused by spear-throwing Incas have died down before venturing forth over the next Fly-Trap.

Keep an eye out for charging big cats and get ready to jump to avoid them. The field of Fly-Traps is the next big obstacle you'll encounter; stand on the Incan Idol's right hand to trigger its movement, then jump on one or other of the hands continuously to avoid the snapping jaws.

As you near the level's end, watch the volcano in the distance: if it awakens, burning rocks will fall to the ground a-plenty. You can try to dodge them, run away or duck under the block below the exit and use it to shield you.

THE MECHANICAL WONDER

Here you are faced with a choice: either head off to the right with reckless abandon or leap into the hole in the ground, leaving the puppy behind (at least temporarily).

Heading down gives you the chance of gaining two bonus lives by way of one puppy rescued and a bone-us. Let the puppy lead the way from platform to platform, taking out most of the nasties on the way. Once past the chameleon you can either leave by touching the gold heart or venture upwards for more goodies, but be careful that you don't blast the bamboo bridge. Grab the bone-us at the top left and make a lunge for the gold heart - you'll end up back in the jungle.

Any bonus weapon collected from the cave will shortly come in very handy, but don't be too wild with your fire - the bridge can't take much knocking. Watch what the puppy is up to as if the bridge goes completely it won't be able to make the jump.

Now the coyote faces his biggest challenge yet - the Inca flying machine. Don't touch it - it's hot - and beware it's flame-throwing mouth and the Inca with a blow-pipe crouching in the tail section. First destroy the head and tail sections - snowbombs or a sonic bark will help soften it up - then concentrate fire on the body. Incas will leap out and attack, but you can let the puppy deal with them.

RAIN FOREST RASCALS

PARROT
Hits to freeze: 2.
Points: 250.



CAT
Hits to freeze: 1.
Points: 500.



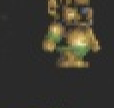
CATERPILLAR
Hits to freeze: 3.
Points: 750.



INCAS
Hiding types:-
Hits to freeze: 1.
Points: 400.



Walker types:-
Hits to freeze: 1.
Points: 500.



CHAMELEON
Hits to freeze: 5.
Points: 500.



INCA FLYING MACHINE
Tail:-
Hits to destroy: 20.
Points: 5,000.
Head:-
Hits to destroy: 25.
Points: 10,000.
Body:-
Hits to freeze: 30.
Points: 25,000.



JUNGLE JAPERY'S MAPS

Just two 'official' levels and one not-so-secret to explore, but you'll find them the toughest challenges you've yet encountered by a long, long chalk.



RAIN FOREST RAMPAGE



THE MECHANICAL WONDER

LeChuck's Revenge MONKE

LeChuck continues to wreak his terrible revenge in the second part of this complete solution to the Lucasfilm masterpiece!



PART TWO - THE FOUR MAP PIECES

At sea at last, there's a task to perform before you start treasure hunting. Next to the cabin doorway is an empty bag of Parrot Chow - grab it and go inside the boat. Ask to look at the map and set sail for...



...Phatt Island. Your visit will get off to a miserable start as a Burly Guard will catch you and dump you in jail. To escape first check out beneath the mattress in your cell - you'll find a stick. Use it to get a leg bone from the less-than-chatty prisoner next door. Working as a bribe, the leg bone will persuade the dog to fetch you the cell key. On leaving 'borrow' the two envelopes from the shelf and open them to reveal all your possessions and a certain Mr Gorilla's. Head for...



Make your way over to the fisherman on the jetty. Give him a good old-fashioned slanging match and he'll offer you a fishing competition. Leave the island for...





...Run after it right up until it gets blown to the cliff-top then head back to the mansion. Go upstairs to Elaine's room and nab the oar. Make your second escape attempt, picking up the guard dog as you leave.



Amble round to the side of the house and create a nuisance of yourself by banging the dustbins. When the cook gives chase, head for the front of the mansion and then keep going round in order to lose the cook. Having done a complete circle, enter through the back door and take a fish from the basket. Leave both the room and the mansion, destination:

EY ISLAND 2



...The library. Open the top of the lighthouse and take the lens, then engage the librarian in conversation until you are the proud owner of a temporary library card. The card catalogue should aid you into making the following book choices: Book of Hex - found under Recipes, Great Shipwrecks - listed under Disasters and finally any other of your choice. Leg it over to...



...The first alley on the wharf. Watch the gambling then follow the lucky winner to the next alley. Watch his routine and then, when he's left, knock on the door. Pay attention to the number of fingers the doorman holds up the first time (ignore the second lot) and give this as the password. Repeat this three times and you'll be rewarded with the Wheel of Fortune's lucky number. Return to the alley, place your bet and select the invitation to Governor Marley's Mardi Gras Party as your prize.



...Booty Island. Go to the Costume Shop and hand the invitation over to the shopkeeper to collect your charming fancy dress costume. Head towards Governor Marley's house. Give the invitation to the LeChuck lookalike and start the drag act to keep making progress. Finish the journey to...



..The mansion. Join in with the party-goers and try to escape with the map piece you can take off the wall. This attempt will fail but as a result of it you'll meet up with Elaine Marley, your ex-love. Slip into your best smooth-talking mode until she throws the map piece away in a fit of passion. Now, panic...



The Big Tree. Use the oar in the hole that is adjacent to the one with the plank stuck in it and walk up your makeshift stairway. Oh dear. That wasn't very clever, was it? Never mind - enjoy the trip, pick up the bits of oar and go back to town.



Pay a visit to the Booty Boutique and purchase the rusty saw, a ship's horn and the sign on the wall. Use the Parrot Chow bag on the hook that was holding the sign so that you can buy the mirror. Return to...

Continued

LeChuck's Revenge

MON


12

...Scabb Island. A visit to the Woodsmith should sort out the problem with the broken oar, after which you can call in on Wally and offer the lens to him to replace the monocle. Go to the Men of Low-Moral Fiber™ and saw off the the first man's wooden leg - after which you need to beat a hasty retreat. On returning to the Woodsmith's abode, you discover that by pure coincidence he is absent. Take the opportunity to 'borrow' the hammer and nails. Go to the...


13

...Bloody Lip Bar and buy two drinks (a Yellow Beard's Baby and a Blue Whale) with the aid of your library card. You should also get a free straw. Try your hand at the art of cocktail making by mixing the two together to form a green 'drink'. Grab the monkey after using the banana on the metronome. Another sea crossing will take you to...



16

...The Spit Competition. Here, blow the ship's horn. When the illustrious Spitmaster leaves, rearrange the flags and use the straw in conjunction with the green concoction - which has the amazing property of being a spit-thickener. A few Herculean gobs will win you a plaque, which you can then sell to the Boutique Keeper for the not-to-be-spitted-at sum of 6000 Gold Pieces. Head for...


17

...The cliff edge. A spot of fishing with the pole should nab the piece of map off the ledge then follow the bird to the Big Tree. Use the plank along with your reinforced oar to reach the treehouse. Go into the biggest and use the dog on the pile of maps in order to gain your first piece of map. Now make your way to the highest treehouse where there is a telescope for the taking.



20

...Phatt Island. In a classic example of extreme sneakiness, cover your face on the 'Wanted' poster with Kate's leaflet. Head out of town and watch Kate get arrested, before returning back to town immediately and making a bee-line for the jail. Take the Vanilla envelope and extract the Near-Grog from it. Release Kate and go to...


21

...Governor Phatt's mansion. Fool the guard by telling him there's a fire in the kitchen and make haste up the stairs to the bedroom. Utilise the worthless book you (legitimately) borrowed from the library with the one on the Governor's stomach and lo-and-behold, you have a book of Famous Pirate Quotations. Go to...



24

...Scabb Isle. Use Stan's key to get the ashes from the crypt in the cemetery. Look up Rapp Scallion's quote in the book of Pirate Quotations and search for the coffin with the quote that matches. Open this coffin and take some of the ashes. Visit the Voodoo Lady, try to nab some Ash-2-Life from her shelves then hand over the ashes and the book on voodoo recipes when requested. Return to the cemetery and put the Ash-2-Life potion on the remainder of Rapp's ashes. Go to...



...NKEY ISLAND 2



...Phatt Island. Give the fish to the fisherman in exchange for his fishing pole (who said Guybrush never made any fair deals?!?) before sailing to...



...Booty Island. Collect a leaflet from Kate, then go to Stan's Coffin Shop - remember him? - and ask to see a coffin. Stan jumps inside one, so slam the lid shut and nail it down. Steal the Crypt Key and collect your complimentary handkerchief off Stan while you're at it. Go to...



Back in the village, find out the shipwreck's coordinates by looking in the Great Shipwrecks book. Charter Kate's boat and go to the coordinates mentioned on the map. Dive underwater to find the boat, take the monkey head from its prow and then strike for the surface using the anchor. Travel back to...



...Booty Island. Pay another visit to the boutique and exchange the monkey head for the second map piece. Go sea-faring again, this time to...



...The waterfall. Walk to the top of the waterfall along the path where you'll find a pump. Use the monkey on it and walk back along the path, where you will suddenly find a large gaping hole. Walk down it, through the strange tunnel until you emerge into daylight again and see a...



...Cottage. After trying to murder the pirate inhabitant you will have to settle for a drinking competition instead. Pour your grog onto the pot plant and fill your mug with near grog. As soon as the other pirate is completely out of it, take the empty mug, place the mirror in the empty frame and open the shutters then adjourn outside. Use the telescope on the statue before returning inside and pushing the loose brick cunningly revealed to you. Down in the basement, take the third map piece and leave by the hole. Another sea trip is due, this time to...



...Rapp Scallion's Weenie shack. Turn off the gas using the key you have been given. Now, return to Rap and resurrect him to get the final map piece. Bring all the pieces to Wally and do the errand he asks you to do. On returning you realise that he has been kidnapped by LeChuck. Go to the swamp and jump into the big crate to be shipped off with some slippery companions...

NEXT MONTH: Tune in to the third and final part to see the climactic showdown between Guybrush and LeChuck. Be there, pirate!

THE Addams

Last issue we revealed some secret rooms and showed you how to collect the best power-ups. Now, having got them, you can go about winning the game with our exclusive blow-by-blow solution - Part Two next month. Are we good to you or what?

BATTLING BIG BIRD

Enter the door on the bottom left of the stairway - this will lead you to the tree. Climb it and when you reach about halfway up an energy bar will appear down the right-hand side of the screen. This is to indicate the energy of the big bird. Climb to the top left and attack the bird by jumping on its head. But beware - jumping on the wing will result in the loss of a heart!

Once you have killed the bird you will receive an extra heart which means you can now be hit three times before you die. You will also be given a code - make a note of this so you can enter it to restart from this point. You will not be given those extra lives you spent so long collecting earlier though - you will have to recollect them.

THE FREEZER

Return to the stairs and enter the top right room - this takes you to the kitchen. Go to your left until you reach a door with the Addams 'A' symbol above it. Striking this block with your head gives you a clue, as all the 'A' blocks do.

Keep going left, grabbing the Super Gomez 'G' as you go. Upon entering the next section you are confronted by a bouncing snowman - time your jump so that you land on its head when it's at the bottom of its jump. Carefully make your way right, collecting coins on the way.

When you reach the next section the first thing to do is get across two pits with birds above them. Bounce off the birds to make the jumps, then proceed to the right collecting coins. When you reach the next section you will meet the rolling snowmen. Collect as many as possible without getting hit and proceed to the right until the end - you will see two hearts and speed ups



beneath the floor. To collect these simply walk through the wall before the first heart. Exit the secret part the same way you entered it then proceed to the right.

Go through the next section collecting hearts and coins where you will see another 'A' symbol above



the door. Don't enter this door yet, instead run towards the right wall and just before you reach it duck down. You will slide under the wall into a section containing hearts and coins. Collect them all and drop through the bottom of the room to come out above the door.

ICE, ICE BABY!!

Enter the doorway and you will be confronted by a big snowman. You can only hurt him when he is in the snowman form. If you attempt to jump on him in snowball form you lose a heart. Wait until he is a snowman then bounce on his head once, then run to the left. Dodge the snowball he throws. He will then roll towards you. Dodge the icicles that drop when he hits the wall. He will then roll towards you again. Jump over him and as he regains his snowman form jump on his head again. Repeat this until he is destroyed - you will then gain another heart and entry code.

On defeating the snowman the right hand side of the screen will become an exit - go through it. You will then be at the door where you entered the freezer. Continue to the right and exit the kitchen. You will be back at the stairway.

TO THE BIG TREE

THE CONSERVATORY

Enter the bottom right room which is the conservatory. Proceed to the right, until you come across some red plant pots. Stand on the bottom right pot and pull down. You will then enter a secret room containing coins, a heart and a speed-up. Collect them, drop through out of the room and go right. You will come to another pair of shoes and a platform to your left. You will now enter another secret room with three rows of four coins. It will look like you cannot reach the upper two



FAMILY

TO THE FREEZER

TO THE CONSERVATORY



rows, but if you jump you will find that blocks appear under your feet. Collect all coins and exit the room at the top right-hand corner.

Go right and try to collect all of the coins. You will then reach a platform with a coin, a heart and an on/off switch. You get to the platform by jumping on and bouncing off a bird. Collect the coins and turn the switch to off. Go right and go through the first door you come to.

Go right until you come to a pit full of purple birds with a hole underneath. Drop through the hole, collect the coins and go back left until you come to a switch underneath a platform. To get to this switch you must fall down the right-hand side of the platform onto the spikes but as you reach them a platform will appear. Now walk left through the wall and hit the switch. Walk a little to the right until Gomez is hidden from view, and then jump up. Carry on to your left until you come to a door on a platform above. Go through it.

There is a switch above your head - do not hit this but bounce off the rabbit in front of you to make this jump. Go right collecting all the pick-ups. There will be some coins that look out of reach. Below the bottom coins there is a hidden block. Hit the next switch and carry on to your right until you reach the next switch - hit this also. At the end of the level there are ropes - you must jump from rope to rope without hitting the spikes above and below you. Enter the door to the far right.

You will now have to battle three centipedes to gain your next heart. You must not touch their heads - you can only jump off their bodies. Make a note of the code and proceed right.

MASTERING THE MAZE

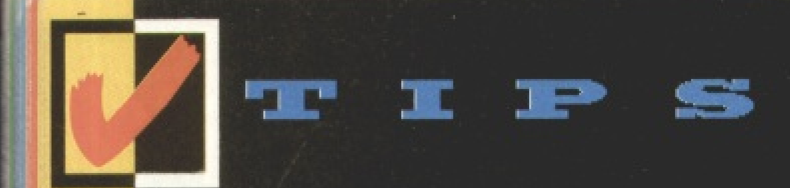
The room you now enter is a small maze. You must hit the first switch which is located in the top right corner. Drop down and go left and you will find a heart and a switch. Collect the heart and hit the switch, drop through to the right and go left, drop down again and collect the coins, hit the switch, jump back up and go right. Fall down the right-hand side and go right.

You are now in a small section which contains several extra lives but getting them is not easy. First you must kill the creature in front of you then ignore the switch on the right hand side and hit the block that is two blocks to the left of the switch - it will disappear. Repeat this until you can get onto the platform above the switch. Stand above the switch and jump up. You will begin to reveal hidden blocks above - there are four.

Return to the platform you just dropped from and at the end of this is another hidden block. Jump to the platform you have just created and make your way to the top, removing blocks on the left hand wall. There you will see a moving platform. Go on this and jump up filling blocks in above you. Duck when you see the switch above - hit this and a platform will appear below you. Jump up onto the switch and jump again and a block will appear above you. Get onto this block and jump left and drop down to the left. Collect your extra lives and drop to the very bottom and exit this room. Remember to hit the switch at the bottom right to open the door - go right and exit.



NEXT MONTH: Part Two, of course! Doh!



CIVILIZATION

Sid 'Railroad Tycoon' Meier's done it again! Forget playing about with trains - Sid's latest entrusts you with the Future of Mankind! A weighty responsibility, indeed, which is why you should find these copious tips a boon!

START BUILDING!

First off, it has to be said that there's no right or wrong way of playing Civilization - it's all down to the individual player. The most enjoyable level to play on is Warlord Level with four competing civilisations. Pick your tribe wisely as each leader has different tendencies, e.g. Genghis Khan (Mongols) can be expected to be very aggressive at the expense of the development of his own cities but Mao Tse-Tung (Chinese) is generally concerned with building a strong civilisation and doesn't seek to expand aggressively. The leader biographies can be found in the manual pages 112-115.

Whenever you play the game it's always an advantage to have the



Civilisation Advances Chart (found in the very back of the manual) handy as this can help you build more advanced units quickly, e.g. Alphabet + Masonry + Mathematics = Catapult Unit. If, in the early years of your civilisation, you concentrate on the above advances you can build the catapult unit which is stronger than any of your enemies units (unless they have better technology). It's also an idea in the early days to lower the tax rates thus increasing your science rate.

The more advances your civilisation has acquired before play begins, the worse you can expect your starting position to be. Several advances may mean that enemy civilisations are starting nearby, that you are distant from rivers or grasslands or that you are on a small continent. Starting with a few or no advances indicates that either your economic position is good or enemies are distant, or both.

To speed play, turn off the Palace and Animations options from the game menu. To go even faster, turn off the option to watch enemy movements.

UNIT FACTORS

The earliest units you acquire should be selected for defensive, offensive and mobility factors. Your first two militia or other military units should be used to defend your city but use more mobile units to open up the frontiers of your civilisation. Fortify the units on the city because these units can only be destroyed one at a time. If you fortify them elsewhere then even with two or more units to a square a single enemy unit could destroy them all in one move.

Whenever a unit becomes old through new technologies always replace it for a more capable unit. It's pointless paying for and feeding an older unit when more capable ones are available. For example, replace the Cavalry unit for a Knight unit when they become available.



should carry other units, namely a Diplomat, Settler and a strong military unit. With all these units you can cope with any the problems that arise - barbarians (military unit), other civilisations (diplomat) or empty continents (settlers).

PLAY THE GAME!

You can play Civilisation defensively or offensively but will usually end up doing both. Start off by building up your defences and technologies and making peace treaties with other civilisations (do this so you can put all



your energies into new technologies and building more military units).

Keep a Diplomat or two in enemy territory even while at peace. If one of the enemy's cities goes into disorder, your Diplomat can run in and cause a revolt. If you can afford to subvert the city, the revolt doesn't break any peace you may have established. In addition, you get control of the city's units, some cash and possibly a civilisation advance. This strategy is only viable if you have a sizable treasury and strong economy.

Across the World there are minor tribes. Moving onto them can uncover wealth, wisdom, friendly tribes or angry barbarians. Because of the barbarians you should only move onto these squares with a military unit with a high defensive factor.

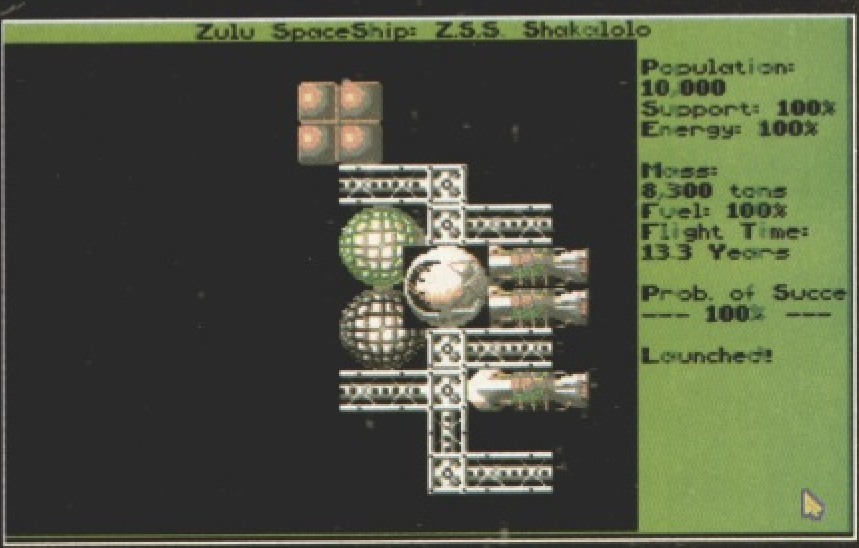
A way to avoid this if exploring along the coast is:- As long as the tribe is in clear terrain, land adjacent to the tribe with a unit that has two movement points. On the following turn, move your unit into the tribe's square. If a horde of barbarians is uncovered, immediately move the unit back onto the ship before the barbarians get a chance to attack.

When the technology arises you will be able to set sail, first of all in Trirernes. These ships are not deep water vessels and can be lost at sea very easily so it's a good idea to keep them near to the coast. However, if you get the opportunity to get to the nearest unexplored land mass, do so but try not to stay in deep water for too long. On the ships you are exploring with, you

LIVIN' IN THE CITY

To destroy an unwanted city, especially one that you have captured and that is hard to defend, take the following steps:- Create as many entertainers/taxmen/scientists as you can in the city, thus reducing food production and thereby starving the population. When the city gets to a population of one, build a Settler





unit and the city will be destroyed.

If a city has nothing better to build, have it build Caravans. They can be moved to another city, change their home city and then be used to establish a trade route to the new city. They can also be stockpiled for later use in the speedy construction of a newly discovered Wonder.

WAR! HUH!

When a neighbouring civilisation becomes a threat or a problem you will need to open hostilities. Before you do this, however, you should get an idea of the enemy's technology level. To do this, you'll need to establish an embassy in an enemy city (use a diplomat for this). If the enemy is more technologically advanced than you, you might consider postponing your aggression until you are more evenly matched. You can catch up with the enemy in one of five ways:
1) Concentrate on research, building libraries and universities and devoting a larger proportion of your revenue to scientific research.
(2) Exchange technologies with friendly civilisations (preferably not with the one you are about to go into war with).
(3) Build the Great Library Wonder; any time two other civilisations obtain the same advance, it becomes yours as well.
(4) Steal the technology by the way of a diplomat.
(5) Spread some of your units around inside their territory. The proximity of your units may compel them to switch from a Republican government to a Monarchy, slowing down their research.

If you wish to capture a city, don't move into it if its population is only one. Sit outside and wait for it to grow to two before entering. A defended city, not containing City Walls, must be three or higher for it to survive being captured because the destruction of each defending unit also destroys one point of population.

When you are at war don't be afraid to take a breather during a long campaign. You can go too far, exhausting your resources and your people's willingness to fight. From time to time your enemies will offer to make peace with you. If need be, accept the treaty and use the time to rebuild your combat forces, replenish your treasury and increase the public's moral and support for your undertaking. During the respite from war place ships on sentry outside enemy harbours, post troops along land borders and fortify units around enemy cities. Have diplomats ready to undertake spy and sabotage missions as soon as hostilities are resumed.

Later on in the game you will be faced by the nuclear dilemma, either because your use of nuclear weapons will lose you points in the game or that an enemy, after threatening you, says "Our words are backed up by nuclear weapons!". This should be carefully and warily heeded. Though an enemy is unlikely to use nuclear weapons, it's a good idea to build an SDI over your capital or other important cities. Use of nuclear weapons hastens the world toward global warming and polar melting. If you use nuclear weapons you should have plenty of settler units in readiness to clean up the mess. Nuclear warheads are best used as deterrents, never as tools.

ALMOST THERE...

If nearing the end of the game and you are not being threatened, get cities building nothing of use to produce SDI Defence improvements. Once finished these can be immediately sold for 200 coins. If several cities are doing this, you can use this income to completely fund your civilisation.

Toward the end of a game in which you are doing very well, you may be able to dramatically increase your Luxury and/or Science Rates. If you can fund your civilisation as mentioned above or if you have a treasury try cutting your Tax Rate to 0%. If you then raise your Luxury Rate, many of your cities will celebrate We Love The King Days, thus adding a new population point each turn. Increased science rates will generate faster discoveries of future technology. Both new populations and future technologies increase your civilisation score.

PAYS TO BE A WINNER

There are two ways to win in Civilisation: either defeat all the other civilisations (this may not be possible as they may be as strong as you) or win the space race to Alpha Centauri. To win the the space race you must complete the Apollo Program Wonder. After this you will be able to build parts for your spaceship, i.e. SS STRUCTURE, SS MODULE and SS COMPONENT.

Your goal is to build a spaceship that can hold as many colonists as possible, yet travel at a reasonable speed and with a reasonable probability of success. As construction proceeds keep an eye on its characteristics (POPULATION, SUPPORT, ENERGY, FUEL, FLIGHT TIME and PROB. OF SUCCESS all should be 100% or above).

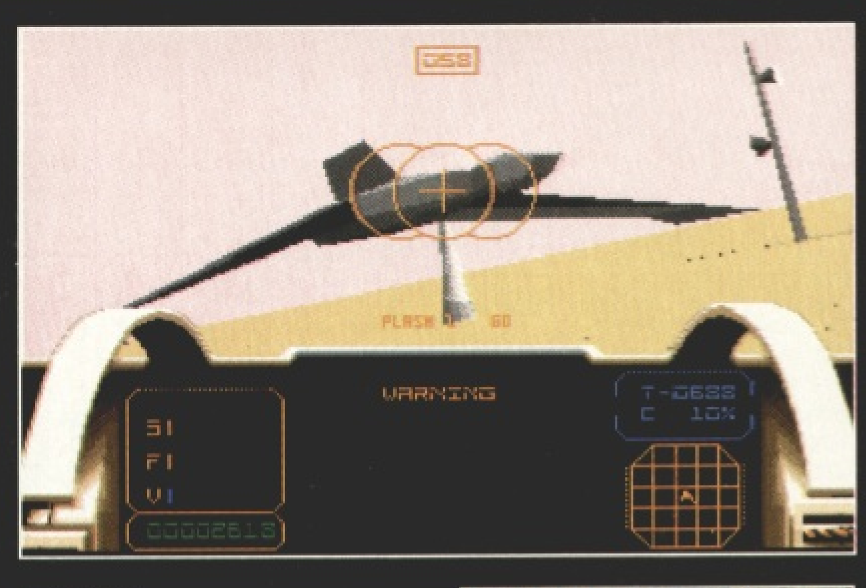
The more propulsion units your starship has, the faster it reaches Alpha Centauri. The more colonists you attempt to deliver Alpha Centauri, the more your starship's mass. Try to install two propulsion units for every complete colonist package - habitation, life support and solar power modules - you intend to launch.

While starship building, keep an eye on your capital!! Losing it brings your interstellar program to a very quick close. Also, watch the clock - you must reach Alpha Centauri before your reign expires. If other civilisations launch before you do, you should make a mad dash for their capital in hope of capturing it before their starship reaches its destination. Finally, don't launch unless your ETA at Alpha Centauri is less than 20 years. If it is more than that, add more fuel and propulsion units.



SNIP TIPS

Huzzah! It's time to visit that section of the KillZone devoted to those cheats and hints just too damn small and cuddly to get into the mag anywhere else. PLUS Dr Upchurch opens up the Games Surgery once again and treats some deserving (and some not-so-deserving) cases.

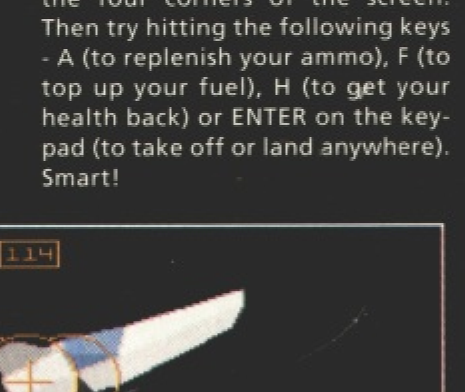


EPIC (Ocean)

We printed fairly copious tips to this short but sweet space extravaganza a couple of months back but only a few of the passcodes. For those of you who want to know how to skip to your favourite level here's the full nine passwords:

1- AURIGA
2- CEPHEUS
3- APUS
4- MUSCA
5- PYXIS
6- CETUS
7- FORNAX
8- CAELUM
9- CORVUS

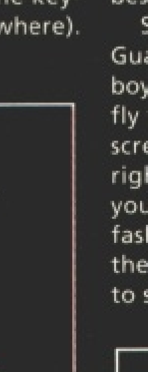
Incidentally, if you're finding the Epic Missions, given away on last month's coverdisk, a bit tricky then try this: Hold down the right SHIFT key and slowly type in NEM YDID EHT (followed by ENTER). If you've done it correctly you should hear a ping. Now tap C to instantly complete the mission.



ORK (Psygnosis)

Okay, so perhaps it's not the most exciting game that Psygnosis have ever released but one thing's for definite - it's one of their toughest. If you've bought it then you'll fully appreciate this little cheat: Enter a computer and press FIRE in each of the four corners of the screen. Then try hitting the following keys - A (to replenish your ammo), F (to top up your fuel), H (to get your health back) or ENTER on the keypad (to take off or land anywhere). Smart!





PROJECT-X (Team 17)

Yes! Yet another cheats-stroke-hint for Project-X, without a doubt the best Amiga blaster ever!

So you can't get past the Level 2 Guardian, yeah? Well, when the big boy first appears it'll dive at you and fly to the bottom-left corner of the screen. Quickly fly to the very top-right corner of the screen and fire your lasers like they're going out of fashion. Now, relax and prepare for the Bonus Level. As Big Daddy used to say, "Easy! Easy! Easy!"





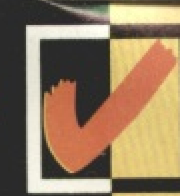
SLY SPY (Hit Squad)

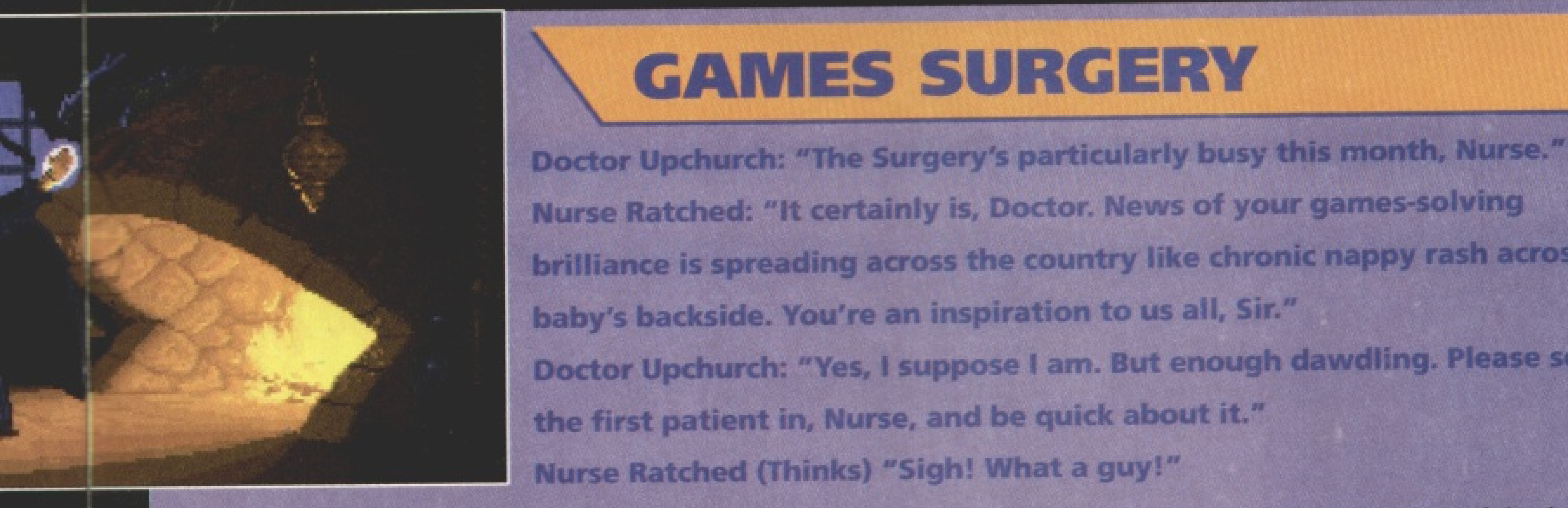
"Now, Mr Bond, prepare to die."
"Not sho fasht, Blofeld."
Oh, they're great those old James Bond films, aren't they? Where would ITV be on Bank Holidays without 'em? If you fancy a bit of Bond-like action then you could do a lot worse than Sly Spy, just re-released on budget. However if you find the going hard then for infinite energy try typing in 007 as your code then SHAKEN NOT STIRRED (followed by ENTER) during play.



WWF WRESTLEMANIA (Ocean)

Okay, okay, so it's not that good a game but you may get a giggle out of this little tippette. Start off by going into two-player practice mode. Get one player to clamber on top of the top-left turnbuckle and get the other player as near to the same corner as possible. Now make the player on the turnbuckle drop and kick the other player. Your wrestler has now turned into a ghost! Watch in amazement as he walks through the ropes! Get him to pick up the chair and bring it into the ring. Tap ESCAPE and try competing for the belt. Wonder of wonders - the chair is still in the ring and ready for using!





GAMES SURGERY

Doctor Upchurch: "The Surgery's particularly busy this month, Nurse."

Nurse Ratched: "It certainly is, Doctor. News of your games-solving brilliance is spreading across the country like chronic nappy rash across a baby's backside. You're an inspiration to us all, Sir."

Doctor Upchurch: "Yes, I suppose I am. But enough dawdling. Please send the first patient in, Nurse, and be quick about it."

Nurse Ratched (Thinks) "Sigh! What a guy!"

Dear Doc,
I'm totally flummoxed by EYE OF THE BEHOLDER 2. I thought I was sailing through the game but now I've come to a complete halt. It's on Level 3 of the Catacombs where I've reached a room full of pressure pads that I just can't get past. I've put items on the pads in every combination and pattern I can think of but no luck. Am I doing something wrong? Please help - I'm going crazy!

Yours desperately,
Darren McCall,
Romford.

I think I know what you're talking about, Mr McCall. As you enter the room you should see a door opposite you and three row of three pads on the floor, yes? On the first row (right in front of you as you enter) put an item on the left pad and the right pad. On the next row put an item on the middle pad. On the last row (in front of the exit) put an item on all three pads. The door should now open. Does that help you? By the way, in the next series of chambers beware illusionary walls - there are hundreds of them!

Dear Dr Upchurch,
I really hope you can help me with this big problem! I can't complete any level of DRAGON'S LAIR and I was hoping that you could tell me how you do it. I would love to complete this great game.

Best regards,
Mr Bomber,
Norway.

Sadly, Mr 'Bomber', I lack the space, the time or indeed the inclination to print a full solution to this criminally unplayable game. However, I can provide you with a cheat that'll automatically play the whole game right up to the end scene before your very eyes - you should then be able to glean some hints as to what to do in your various predicaments by watching it. To access this cheat, start the game as normal and when Dirk has crossed over the bridge hold down the keys ESC, R, /, L, N and 7 all at the same time. The Amiga will now take over.

Dear Doctor,
Pleasy-weasy help me with the game HOOK. I'm totally stuck because I cannot get Jake drunk so that I can steal his trousers. Also, how do I get the magnet? Please help me.

Yours extra faithfully,
Lee Stokes,
MacDuff,
Scotland.

To get Jake drunk you have to give him three mugs of beer which you buy from the barkeeper and to do this you need good ol' gold. Go to the dentist and ask him to pull your teeth twice - each time you'll be rewarded with a gold tooth with which you can get two foaming jars. To get the third piece of beer-buying gold check the pockets of the jacket you steal from the clothes line. To get the magnet you have to find yet more cash - try looking in the pots on Hook's ship.

Dear Doc,
Could you please help me with my problem? I badly need a cheat for LAST NINJA 2. It would be great if you could help me regain my sanity. After all, you are a doc.

Yours faithfully,
Basil Al-Rawi,
Co. Kildare, Ireland.

I am a 'doc' but unfortunately I am not a miracle worker. According to my sources there are NO cheats for this aging Oriental action/adventure. You have my sincerest sympathies.

Dear Doc Dave,
I have only had THE SECRET OF MONKEY ISLAND two weeks. Could you please print the replies to the Swordmaster's insults so that I can beat him.

Yours,
Dave Shah,
Streatham

Young people are so impatient these days. I suspect it's the influence of that appalling MTV that young 'kids' seem to find so enjoyable. Anyway, Mr Shah, about your 'problem'. I'm afraid I refuse to print all the insult replies so that you can sail through the game. Instead, let me offer you some advice about playing the game...

Get some money and buy sword-fighting lessons. If the tutor claims you aren't good enough insist that you are until he lets you in. Then, once your lessons are over, stand around and pick fights with any pirates who happen to pass by. Keep fighting until you've heard all the correct insult replies then try fighting the Swordmaster. Good day, Mr Shah and remember: Hard work never hurt anyone.

Dear Doctor Upchurch,
I've just bought LURE OF THE TEMPTRESS. It looks like it'll be a great game. I say it looks like it will be because I've got a small problem - I can't escape from the cell right at the beginning! I've set fire to my bed and run out when the Skorl Guard comes in to inspect it. Trouble is, there doesn't seem to be any way out of the dungeon and the Guard keeps recapturing me. Please, please, please HELP!

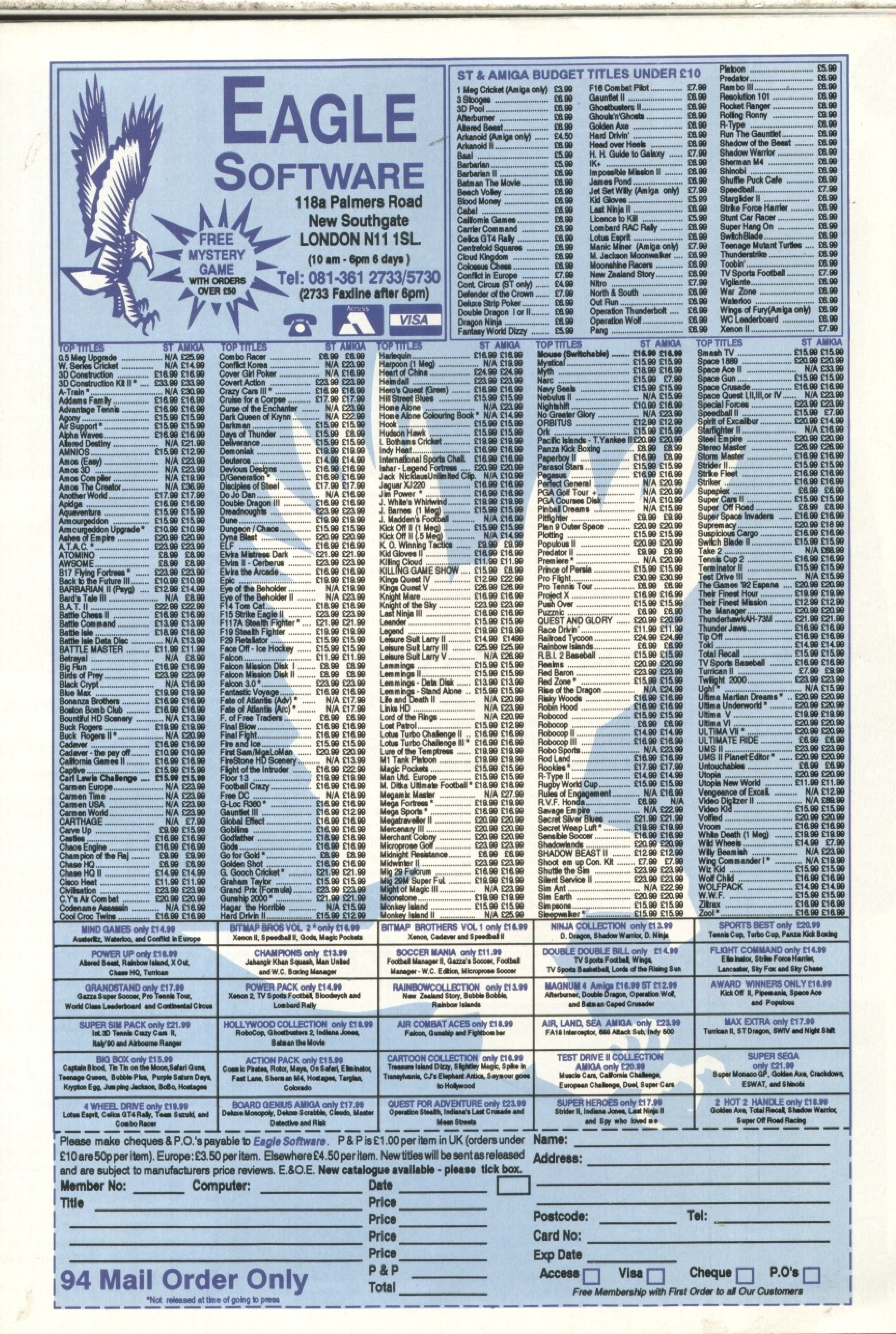
Regards,
Michael Wilson,
Chatteris.

Oh dear, this is rather tragic. If you're having this much trouble so early on then Goodness knows how you'll cope with the rest of the game. Still, you should get good value for money from the game, at least! To stop the Guard recapturing you quickly lock the cell door behind you when you make your escape - he'll be held captive now. Now you have to find a way out of the dungeons. I don't want to give too much away, but basically you have to free Ratpouch and get him to push the loose bricks in one of the dungeon's rooms. The rest you'll just have to find out for yourself!

THE SURGERY IS NOW CLOSED

Bad breath? Fetid feet? Aromatic armpits? Ugh! Go away - Doctor Upchurch can't help you. However, if you're stuck on a game and need some medication BAD then he is most definitely the man to talk to. To make an appointment give full written details of your complaint and send them to: Dr David Upchurch, Games Surgery, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Dr Upchurch regrets that he is unable to deal with problems over the phone because he's a grumpy old so-and-so at the best of times.

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Von Max's goons don't waste any time in trying to do away with Guy. As soon as he walks onto the Berlin subway platform in the first scene they open fire... Not wanting to be outdone, Guy enthusiastically returns the compliment. A neat touch here is that the dead bodies don't disappear as is the case in many games;

GUY SPY

and the Crystals of Armageddon

After the Dragon's Lair and Space Ace series, Readysoft has been strangely quiet. Now it's back, claiming to have a game with cartoon-quality graphics AND proper gameplay to boot! Shaken but not stirred, Richard Austin gets ready for some covert action...

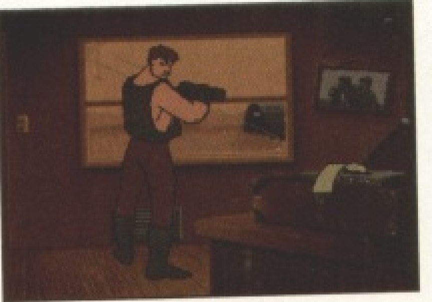
Sounding distinctly like a James Bond movie, Guy Spy puts you in the sweaty shoes of a secret agent battling against - you guessed it - the forces of evil. Baron Von Max, twisted relic of the defeated Third Reich, dreams of World domination with his lethal Doomsday weapon, the Tower of Armageddon. The big problem is that conventional fuels cannot power the deadly device - only the fabled Crystals of Armageddon are up to the job. However, after much research, the evil sausage-muncher has finally discovered the Crystals' hidden resting places and sent his henchmen to recover them.

Enter Guy Spy, the Secret Service's best agent, who's been called up to get the Crystals first and avert global catastrophe. The only thing Guy's got going for him is the fact that the Crystals are useless unless every single one has been collected, meaning if he can get to just one of the crystals first...

The makers of Guy Spy claim that the game "sets a new standard in adventure gaming excellence". Hmmm..... What it basically boils down to is a series of loosely-connected sub-games, each based around a particular game style. Guy's globe-trotting mission takes him through thirteen of these mini arcade sequences, including shoot-outs, beat-'em-ups, puzzle sections and the like. Off you go then...



One of Guy's unwritten codes is that he cannot hit women. This proves to be a bit of a disadvantage as Olga, pictured here, has no qualms about giving Guy a hefty right-hander. The aim of the level is to outmanoeuvre Olga as quickly as possible so Guy can get out of the cabin and continue his chase after Von Max. Every time Guy gets hit he is forced back a step, though he can attempt to duck in order to avoid Olga's meaty palm. If Guy is continually forced backwards, he'll be sent flying out of the cabin to his death.



Short, animated sequences such as these crop up throughout the game. They serve both as a brief introduction to the action and to connect all the levels together, thus furthering the plot and possibly giving you clues as to your mission. Fortunately, the manual contains a description of each scene in case you really don't have a clue what's going on.

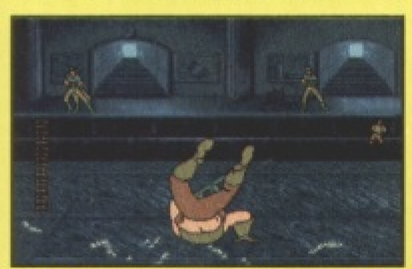


ONE MOMENT

Interested to see how Guy's adventure shapes up during play? Then read on....



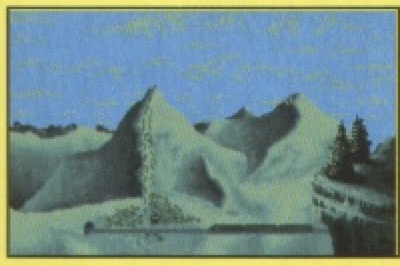
Guy receives a tip that Von Max is heading for the Berlin train station in order to make a break for Switzerland. Losing no time in getting to the station, he stops only to buy a ticket (!) before making his way down to the platform.



Once there, Guy is surprised to find goons galore on the wrong side of the tracks, all trying to shorten his lifespan considerably. Here, he rolls madly across the floor in an attempt to avoid eating too much lead. The bullets leave their mark behind on the platform.



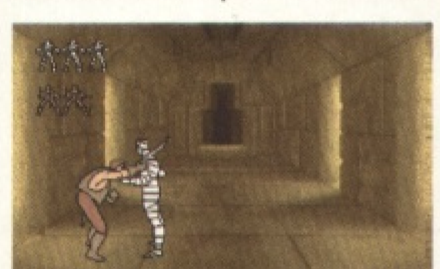
Periodically, a train flashes across the screen, temporarily hiding Guy from the goons (and vice versa), giving everyone a chance to reposition themselves and gain the advantage. Unfortunately, none of the trains stop and give Guy the opportunity to make an early exit.



Guy mercilessly wastes all the bad guys, conveniently resulting in the train that Guy needs arriving. Guy jumps on as the train heads into the mountains, impatient to continue his quest....



The next destination on Guy's 'World Tour' is Egypt. He runs into a large pyramid known to possess one of the fabled crystals, but unfortunately a maze prevents him from making easy progress. His task is made even more difficult by the many traps awaiting him, including spikes, doors that suddenly slam shut, holes in the ground that need to be jumped over in true Indiana Jones style, raging fires and creatures such as spiders and snakes.



Guy's relief at getting out of the maze is short lived as he comes face to face with an Egyptian mummy intent on killing him. The battle involves not only brawn but also cunning in trying to outmanoeuvre the mummy and get in a good position to slash the Hell out of him with your sword. Six levels down, only another seven to go...



Chasing Von Max up a Swiss mountain, Guy finds that the gondola directly in front of him is filled with more gun-toting goons. A firefight between the two groups ensues, with Guy shooting out of the smashed windows, taking cover behind the wall to reload. Guy has to be quick to kill his enemies, since they have the added advantage of possessing sticks of dynamite. If they manage to throw one of those in the cabin with Guy, then death is unavoidable.

Publisher: Empire
Developer: Readysoft

£29.99 Out Now

Joystick/Keyboard

MEMORY	DISKS
512K	4

GRAPHICS	70%
SOUND	68%
PLAYABILITY	59%
LASTABILITY	49%
OVERALL	55%

THE VERDICT

So, the big question is: Has Readysoft finally produced gameplay to match the quality of its cartoon graphics? And the answer is... Well, no, not really. If anything, first appearances seem to indicate a backward step. The graphics, although in no way bad, don't seem as impressive as in previous Readysoft efforts and, for some reason, the cartoon graphics just don't suit Guy Spy's slightly more 'serious' subject matter. Sound is nothing special, either. Admittedly, the gameplay HAS been improved - it's much more interactive than the likes of Space Ace - and the level structure permits a varied mix of game styles. Almost everything in Guy Spy is similar to something you've seen elsewhere, which wouldn't be a particularly bad thing, but for the fact that they're all distinctly average. You get the feeling that by trying to please everyone Readysoft have ended up pleasing no-one. The controls are sometimes finicky, often making matters overly difficult. A good example of this is the first level, where the already tricky task of aiming at the goons while avoiding enemy fire is made unnecessarily difficult by the juddering gunsight. This may be a realistic imitation of gun recoil, but it's still bloody annoying. This is all capped off by the poor manual, which contains elementary spelling and grammar mistakes, not to mention incorrect gameplay instructions. If you got off on Readysoft's previous products then you will probably enjoy this too, otherwise steer well clear.

CASTLE OF DR BRAIN

David Upchurch dons his thinking cap and takes a cerebral journey into the Castle of Dr Brain

So you think you're smart, eh? Took all your GCSE's at the age of 4, have a degree in Astrophysics and are member of Mensa, yeah? In that case, then, Sierra's latest is probably a tad too easy for you but for the rest of us mere mortals it may well prove a challenge.

Dr Brain is a famous but eccentric mad scientist who has the modest aims of creating new inventions, saving the world and cleaning up his secret basement. However, for all his genius he still needs an assistant. So, responding to an ad in the local paper, you decide to take up the offer. To make sure he gets the best assistant possible he has set a number of puzzles to be solved in the numerous rooms throughout his crazy castle. Complete all the rooms and you get the job.

Sounds simple, right? Well, you're wrong because it's not at all. The puzzles come in all forms, from relatively easy (on Novice level anyway) memory tests (Simon lives!) to logical brain-teasers to three-dimensional mazes.

As I've already applied for the job why don't you all come along with me as I explore Dr Brain's Castle! Here we go...

(Below) A poor robot is trapped within the maze and it's your solemn duty to help it escape. However, it just stupidly trundles forward unless it bumps into a wall in which case it'll turn around. The only way to steer it is by activating/deactivating rotators on the floor. Green crosses are switches for the spiral teleporters which send you back to the start.

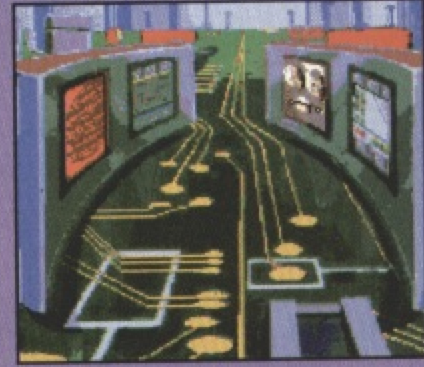




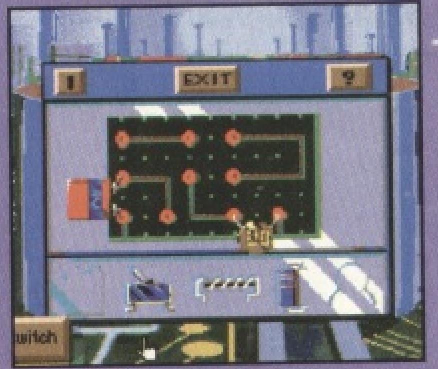
Here you are in a small hallway. The door to the left requires a pass of some sort to progress. At the far end there's a strange console. To the right there's an open door - seems like the best place to explore first...



Ah, the computer room! The two massive terminals floating in the centre of the room are what's important here. That screen covered in the red writing gives obscure instructions on how to complete the puzzle on the adjacent screen.



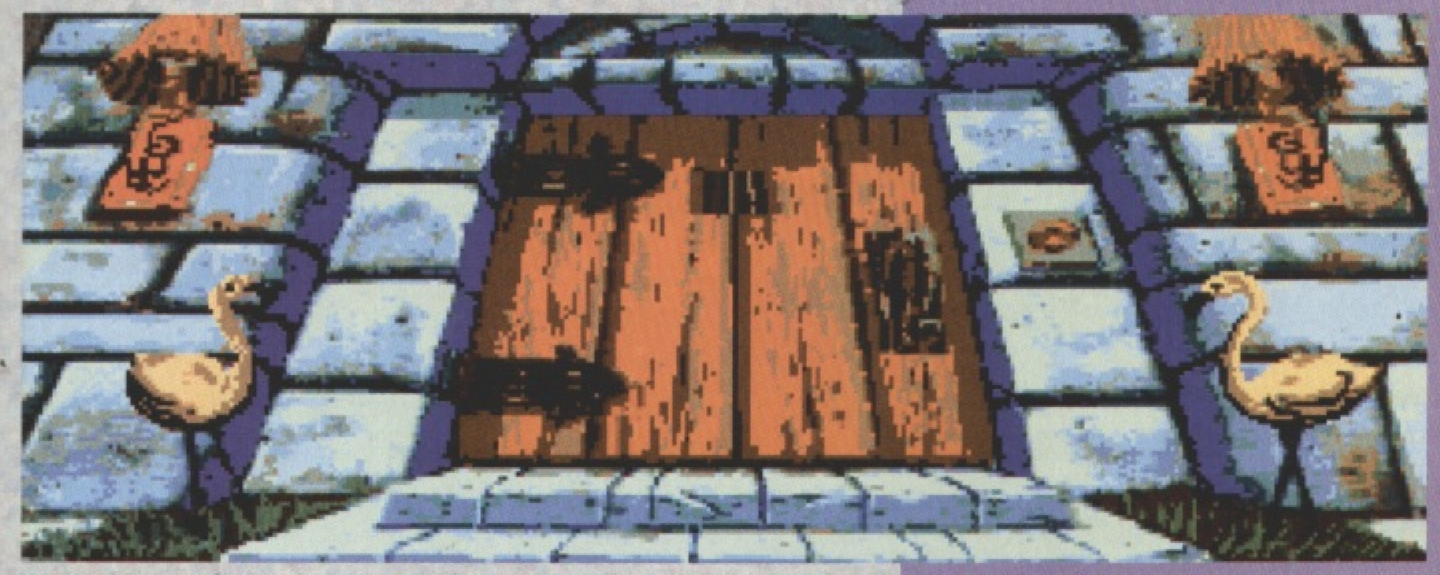
It seems that the various components must be placed in the correct positions thus allowing the circuit to function. The clues to the order are are given on the adjacent terminal. Once completed this allows you to use the terminal on the right.



Now this one here's a binary puzzle. The numbers in the left column must be represented in binary form by switching between one's and zero's. This can be done by trial and error as your current number is displayed in the right column.







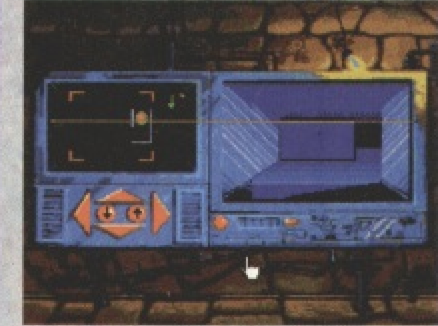
Hmmm... No way in. You haven't got a key and no-one's answering the door-bell although each time you press it a block in the arch lights up. A puzzle, perhaps? Pressing the block causes the sequence to repeat but with an extra colour. Sound familiar? Yep, it's like that old Simon game, and on completion you are rewarded with plaque and a hint coin.

You have entered a room filled with clocks of all kinds. Your gaze is drawn to the four-button panel next to the cuckoo water clock.

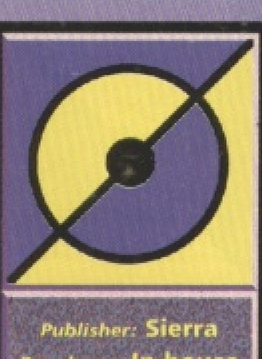
Wa-hey-hey! Having completed these puzzles you are rewarded with a magnetic data pass which allows you into the robot maze room, where yet more brain-mangling conundrums await...



How's this for a teaser? The elevator door at the far end will only open when you've punched in with your timecard. The timecards needed are no doubt in the drawer. However, the drawer won't open until the place is quiet. But the objects won't shut up until the correct sequence of buttons is entered on the remote control panel. And to top it all you've got a time limit! Phew!



(Above) Once in the elevator you are told that you must navigate your way through a maze to the exit. Although in three-dimensions it is really quite easy (Novice level remember!) as there aren't that many dead ends.



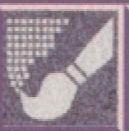
Publisher: Sierra
Developer: In-house

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Mouse

MEMORY 1Mb | DISKS 4

GRAPHICS



82%

SOUND



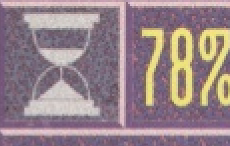
65%

PLAYABILITY



71%

LASTABILITY



78%

OVERALL

75%

THE VERDICT

To be honest I wasn't really expecting much from Castle of Dr Brain. The flash on the box reads "An adventure game to strain your brain" but it's not really an adventure in usual sense, as there's no real chance to explore and the plot is inconsequential. What there is, however, is a whole load of puzzles that come together surprisingly well and do actually make for an adventurish feel. The puzzles are widely varied in style and they're all surprisingly engrossing. Normally puzzle-type games suffer on the graphics front. Not so Dr Brain; the backdrops been hand-painted and then digitised and this makes for some colourful and highly-attractive scenes. Being a Sierra game there's the inevitable disk accessing which can prove quite tedious at times; two drives are essential. That said the long wait between sections is often welcome, as it gives your grey matter a chance to cool down before it melts and dribbles slowly out of your ears. Dr Brain would make an ideal game for a younger player, as it's actually quite educational (yes, educational!) in play. Topics touched upon include chronology, astronomy, robotics (relax, you don't need a engineering degree or anything), logic and maths. At last, all those of you who swindled your parents into buying an Amiga by saying "It'll help me at school!" have found the game to show off to them when they ask you how you're putting their hard-earned £399 to use. At the end of the day, Dr Brain will either appeal to you or it won't. I liked it



TREASURES OF THE SAVAGE FRONTIER

Feeling a bit mercenary are we? Hey! So is Khalid Howladar. Join him and U.S. Gold in searching for the myriad treasures of the Savage Frontier

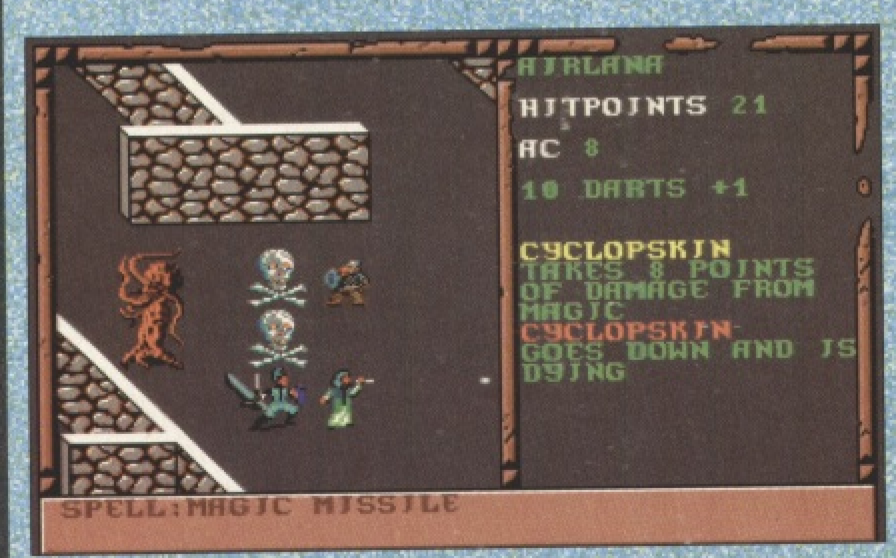


There are numerous locations where the player is treated to a little plot-advancing interludes. The graphics here aren't really that bad - it's just a shame the same effort has not been put into the other areas of the game.

It's the sensation that swept a nation! (Namely, America.) When Gary Gygax created the Dungeons and Dragons universe, did he ever suspect that it would eventually become one of the biggest gaming phenomenons of all time? I doubt it. Anyhow, given the game's success, it was inevitable that it would somehow find its way onto computer. And sure enough it did, courtesy of S.S.I.

Treasures of the Savage Frontier is the second in the Savage Frontier series. Having defeated the Zhentarim in the first game, you've gone for a much deserved break in the holiday town of Yartar. Meanwhile, however, the retreating enemy have met up with reinforcements and are heading back to their stronghold of Llorkh. The enslaved dwarves of Llorkh desperately need help to mount a rebellion and guess who's sprung to mind? Yep, you've guessed it. And it's not Lassie, let's put it that way.

S.S.I. (obviously not wishing to get stuck in a rut) has employed a wide range of styles to convey the wonders of the D&D world, ranging from the first-person view of Eye of the Beholder to the isometric-3D of Shadow Sorcerer. Treasures of the Savage Frontier can best be described as the bastard offspring of both these games as it features watered-down elements from both. However, attractive it is not...



Very similar to the tabletop game, combat takes place in rounds. Depending on each character's dexterity rating they react at different times in the round. Obviously the better a character's dexterity the faster they'll act. You then choose a combat option such as MOVE, USE, CAST, AIM, etc. As usual, each character has a limited number of hit points and a range of weapons and spells to do battle with. Combat ends when one party is either dead or made to flee.



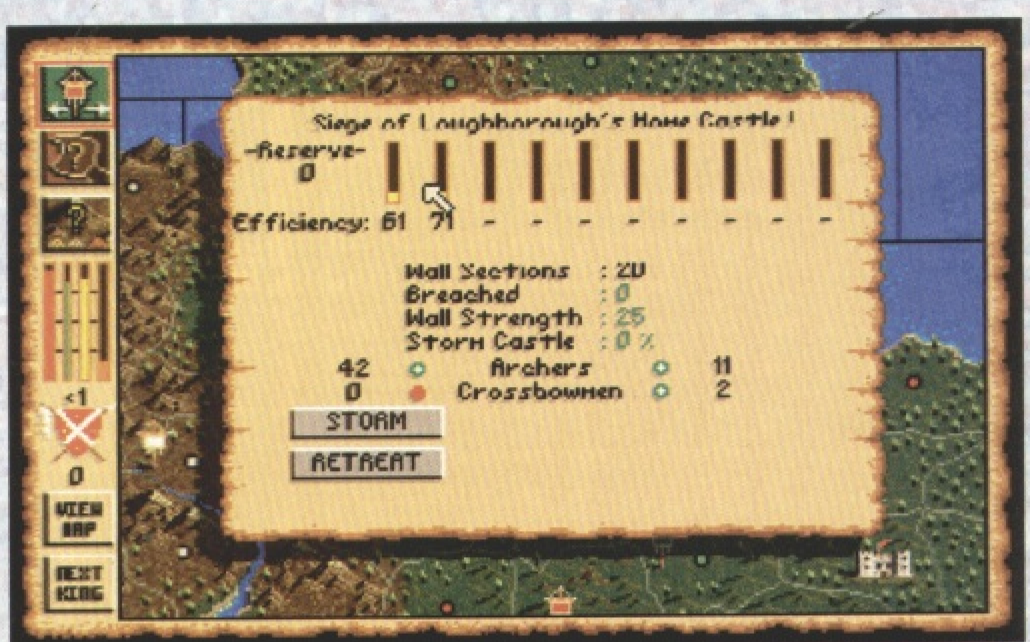
THE VERDICT

While S.S.I.'s Eye of the Beholder series appeals to a large audience and attracts those gamers whose who have little or no RPG experience, the 'Gold Box' series of RPG's (of which this is one), however, don't offer nothing to anyone who isn't a rabid D&D aficionado. The graphics are poor verging on the off-putting, with crude animation, sprites and 3D views, while the sound is probably best left unmentioned. Now, while I agree that these aesthetic factors are secondary to good gameplay, easy control system, absorbing plot, interesting characters, etc, etc, that is no reason to neglect them entirely. Used correctly, graphics and sound can increase a game's atmosphere ten-fold (the aforementioned Beholder games are proof enough of that) and atmosphere is one of the most important aspects of a decent RPG. Thing is, these games do sell and there's no doubt that Treasures will be snapped up by the same people who bought the last in the series and they'll be delighted with the chance to use their characters again (I know I would be) and continue the adventure. But the rest of us who are looking for something a bit more stimulating both visually and intellectually won't find it here.

When travelling around the admittedly large fantasy world the view cuts from the pseudo-isometric one used in combat to this. As you can see graphics are in first-person 3D but they're very unimpressive. There's certainly precious little feeling that you're exploring an ancient city under the heel of the foul Zhentarim.







If the territory attacked contains a fort the aggressor must first break through its walls. Catapults are needed for this along with missile troops to keep the defending missile troops occupied. If left alone, the enemy archers will constantly attack the catapults, slowly but surely reducing their effectiveness. As a wall is destroyed the percentage effectiveness of your troops should they storm the walls increases.

VIKINGS

Fjords of Conquest

Khalid Howladar dons horned helm to conquer Britain in Krisalis' latest

It's strange that there are so few games based around the roistering antics of the Vikings. Renowned for their heavy drinking, pillaging and wenching, you'd have thought they'd make the perfect action game heroes. Perhaps it's those big beards. The only one that springs immediately to mind is Heimdall, but he was a bit of a wet blanket if you ask me.

So will Vikings: Fjords of Conquest (mmm, good name) make up for this lack of Norse nutters on the Amiga? Probably not, actually. It's a strategy game in which you and up to five other friends (either computer or human) seek to conquer the poor, beleaguered British Isles and become King. Having landed and constructed a base fortress you set your beady gaze upon the surrounding territories. However, the other five lords are doing the same and it's inevitable that your mutual predatory aims will lead to eventual hostilities.

Like a boardgame, the players take turns to act, with each 'go' split into several parts in which you can address the various aspects of warmongering: taxing or feeding your ever loyal subjects, building or improving fortifications, creating or beefing up existing armies and, of course, invading neighbouring territories with the aim of kicking the butts of all those who stand in the way of your own special brand of peace and justice.



There are eight different types of troops available in the game. Each possesses differing skills for use during battle. Archers have two attacks per turn compared to one for crossbowmen but they're not as accurate. Pikemen are twice as effective in defensive situations as they are in offensive ones and hence are best left to defend fortifications. Swordsmen are by far the most common type of troop and they're cheap to boot, so they're always good for making up the numbers.

ONE MOMENT

Most of your time will be spent on the map screen from which you control the action, so let's take a look at it shall we? Each of your army units has fifteen days available for various actions, each of which has a time 'cost'. For example, camping costs one day, while forced march gains a day. Crossing the map takes varying amounts of time depending on the nature of the terrain.

Grassland is the easiest type of terrain to cross and generally only uses up a few days, unless it belongs to one of your neighbours. In this case they'll probably have something to say about your aggressive antics.

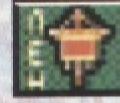
Woods are a little more awkward than your standard field and so takes a bit longer to travel through. Once again the time to cross is roughly doubled if they belong to someone else. They also reduce the effectiveness of mounted troops.

By far the most difficult terrain, this means about a week of hard climbing. However, a bit of prospecting might turn up some valuable ores such as gold or silver. If a mine is constructed this substantially adds to the dollar value of the property, i.e. more tax revenue.

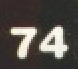
Home Sweet Home. This is the seat of your kingdom. Apart from exerting some morale boosting influence on nearby territories, it also controls the amounts of troops that are drafted and trained. Lose this little place and you can say goodbye to victory.

Longford
Owned by Lord Khalid.
Stronghold: Home Cast
Current : Enough
Harvest : Surplus +1
Stocks : 0 food
Garrison: 16 men
New : Unlimited
5 fields not
You have 4 armies

Viking Icons



1. Army Orders - Used to give those all important commands to your marauding hordes.
2. Territory Information - This enables you to find out a piece of land's tax value, population and other such tidbits. However one thing it doesn't tell you is how many - if any - opposing soldiers there are.
3. Ore production - Shows amounts of valuable ores produced. Generally needed to construct all manner of fiendish bits.
4. Improve/Repair Castle - Any territory can be slowly improved to produce a castle. For example, a tower outpost can be constructed on cleared land. This can then be improved to a keep and so on until eventually it's a wacking great fortress.
5. New Men/Items - This is used for creating new troops, catapults and/or ships with money from your treasury, which can then be transferred to existing armies or used for new ones which you'll be needing if you're to stand a chance of winning.
6. Raise New Army - Self explanatory, really.





Final Battle Results

Lord Khalid Theamigaone Start	Died	Wounded	Remain		Lord Kepper Jack of Thornbridge Start	Died	Wounded	Remain
[illegible]	13	0	95	Swordsmen	32	22	10	10
102	53	13	49	Archers	26	19	7	7
13	6	1	7	Crossbowmen	14	11	3	3
0	0	0	0	Pikemen	4	4	0	0
2	0	0	2	Knights	1	0	1	1
2	0	0	2	Mtd Knights	3	3	0	0
5	0	0	5	Champions	1	1	0	0
232	72	14	160	Final Totals	81	60	21	21

INVADERS VICTORIOUS!

After suffering VERY HEAVY losses, Lord Kepper Jack decided to retreat his forces and regroup to fight another day... Victorious, and taking HEAVY losses, Lord Khalid declares Armagh a part of Theamigaone Kingdom's domain!

After each battle you are given a summary of the conflict showing how excellently you trashed the opposing troops. In general, it's best not to get involved unless you have odds of two to one or greater. Any less and it's wiser to beat a hasty retreat and fight another day rather than risk getting cut to bits.

Publisher: Krisalis
Developer: Realism Entertainment

£25.99 Out Now

Mouse

MEMORY	DISKS
512K	1

GRAPHICS 75%

SOUND N/A

PLAYABILITY 69%

LASTABILITY 80%

OVERALL 72%

THE VERDICT

At first glance Vikings bears a passing similarity to other strategy games such as Carthage and Cinemaware's classics Defender of the Crown and Lords of the Rising Sun. However, these all managed to generate an absorbing atmosphere by good use of graphic scenes and music. Vikings, unfortunately, lacks such aesthetic frills and sadly there's little feeling of actually being a Viking lord attempting conquer and subdue your Norsemen neighbours. One of the game's more thoughtful features is the ability to set your own victory conditions in the form of the number of territories that must be conquered before the game ends. Thus inexperienced gamers can set it for about fifty whereas budding Rommels can set it at two hundred. A nice touch. The graphics are small but clear ('functional' is probably the best word to describe them) although the sound in non-existent. It's a shame that they're are no Cinemaware-ish arcade sequences to provide some light relief and variety. Whereas purists will say this is how strategy games should be, I feel that for most gamers Vikings, although initially engrossing, will tend to prove a tad tedious in the longterm. This sort of thing has been done a lot better before and Vikings doesn't really add anything to the genre. However, if you're looking for some serious Nordic pillaging you could do a lot worse.

ESPAÑA The Games '92



Two weeks to go before the Olympics start, and it's time to start getting the team into a semblance of fitness...

David Upchurch, who is to an athletics track what a tramp is to personal hygiene, is probably the least qualified of The One's boys to review Ocean's new Olympics game. But his was the name first out of the hat so tough on him. Get sweaty, lardbutt!



(Left) This is your office. You'll pass through it a lot in the course of the game. From here you can access all the games important 'departments', including the medical room, the exercise room, the athletes' files, the Save/Load Game screen and, of course, the various sporting arenas. For fun you can try clicking on the objects littering the room to see what happens, i.e. click on the fan to start it whirring or on the pens to hear them rattle. Ho-ho.



(Above) Most of the events centre around yer bog-standard joystick waggling. However, rather than success depending on how frantically you can rattle the stick, here it's more to do with how well you can waggle in time with the athlete's feet or, in this case, arm movements.



(Right) Judo is one of the more complex sports on offer in España: The Games '92, with eight combat moves available. However, for an experienced gamer it's still pretty simple stuff and once you've got your athlete up to a reasonable fitness you should have little problem beating the opposition.

You want value for money? Okay, how about Ocean's España: The Games '92 then? It'll let you compete in just about any event you care to name. All the track and field events are present in full (including things like the shot putt, the javelin, the high jump and so on), there's all manner of swimming and diving shenanigans and on top of that there's boxing, wrestling, judo and fencing fun to be had. All in all, there are over thirty individual events to compete in. Wow!

But there's more to the game than madly waggling a joystick to pedal your sprite around the screen faster than the computer can. You see, there's a simplistic 'team management' section too, where you have pick out the athletes from your team best suited to compete in the various events and then train them up so that they're at peak fitness on the big day.

But the question is: have Ocean opted for quantity at the expense of quality? You'd better read on to find out, hadn't you?



(Right) The Reference Section is the game's most appealing element by a long chalk. Here you can read up on the history of the Olympic Games from ancient times to the modern day, find out who has won the various events since the Games started and even get information on the stadia and courses (including maps and diagrams) that were used in this year's Barcelona Olympics. Comprehensive is not the word.



1



2



3



1 Okay, down to business. Clicking on the office's filing cabinet brings up a screen bearing mini-portraits of the whole team. Clicking on a portrait then brings up a screen like this, detailing the selected athlete's strengths and which events he or she is eligible to enter. Let's stick with the luscious Kiri and train her up...

2 Into the medical room. Here you can get up to all sorts of scalpel-related larks. You can even bring up Kiri's X-Rays - Phwoar, look at that bone structure! But on to more serious matters... A click on the oscilloscope reveals that Kiri's Stamina Rating is a unimpressive 74%. The doc recommends vigorous exercise and a practice session at least twice a day. Fair enough...

3 In the exercise room you can set the athlete training at anything from nothing to a maximum of three hours per day. The athlete will then work out at this rate every day until told by you to do otherwise. Best keep an eye on them as the days go by to make sure that you're not over-working them - the little darlings!

4 Time for some action. You can either make Kiri practice automatically (in which case you can sit back and relax as she goes through her paces) or take matters into your own hands and get some joystick waggling time in. By the way, can anyone tell me why the stadium is packed and the Olympic flame is burning even though there are still two weeks to go before the event?



Publisher: Ocean
Developer: In-house

£29.99 Out Now

Keyboard/Joystick/Mouse

MEMORY	DISKS
1Mb	4

GRAPHICS	51%
SOUND	55%
PLAYABILITY	60%
LASTABILITY	67%
OVERALL	59%

THE VERDICT

With its classy artwork and shiny gold lettering on the packaging, España: The Games '92 certainly looks impressive, boding well for the game inside. But life is full of bitter disappointments, and España: The Games '92 is yet another one of them. To be blunt, it's not that good. The crudely-animated sprites, jerkily-scrolling backdrops, PC-ish colour schemes and droning music would all be bearable if the game was decent enough but... The pre-Olympics 'management' section, for example. The idea is to train up your athletes in the two weeks before the Games so that they're fit to compete. You can, if you wish, fast forward past the training straight to the Games but your athlete will be so feeble that their chances of winning will be minimal. In training, there are only two things that you can vary: the numbers of hours per day the athlete spends working out and the amount of practice they do. Since the doctor in the medical room will quite happily tell you exactly what you have to do to get your athlete up to peak efficiency there isn't a lot of hard decision making involved, and the actual process of taking your athlete out for practice runs (or whatever) every day until the Games is tedious to say the least. And though the number of events covered is impressive, they're all fundamentally simplistic rhythmic joystick wagglers with little subtlety or lasting interest. That the best aspect of the whole package is the Olympics database probably says more about the quality of the game as a whole than a thousand words of critique. So, enough said?



4

BEAST 3
Out Of The Shadows

The time has come. Khalid 'The Beast' Howladar must return to the world of Kara-moon to defeat the evil Maletoth once and for all. Will Psygnosis finally get the tricky mix of beat-'em-up action and brain-aching puzzles right this time?

Everyone knows that this is the summer for block-buster sequels. We've got Batman 2, Lethal Weapon 3 and Alien 3 at the cinema and now we've got Beast 3 on the Amiga. Not content with one sequel, Psygnosis have taken a leaf out of Hollywood's book and decided to make the Beast series a trilogy.

The lead character is no longer a monster (rumour has it he was charging too much to reprise his role) and is now fully human, this being his reward for defeating the evil Archmage Zelek in Beast 2. Has also looks not a little unlike Indiana Jones, so he did pretty well out of the deal.

It appears our hero has turned his attention to the Beast Lord Maletoth. He's had it his way for just far too long and the time has come to end his foul evil reign once and for all. Basically what this entails is advancing your way across four scrolly levels filled with all of manner of esoteric puzzles and exotic beasties, all out to do you some serious damage. (Or are they...?)

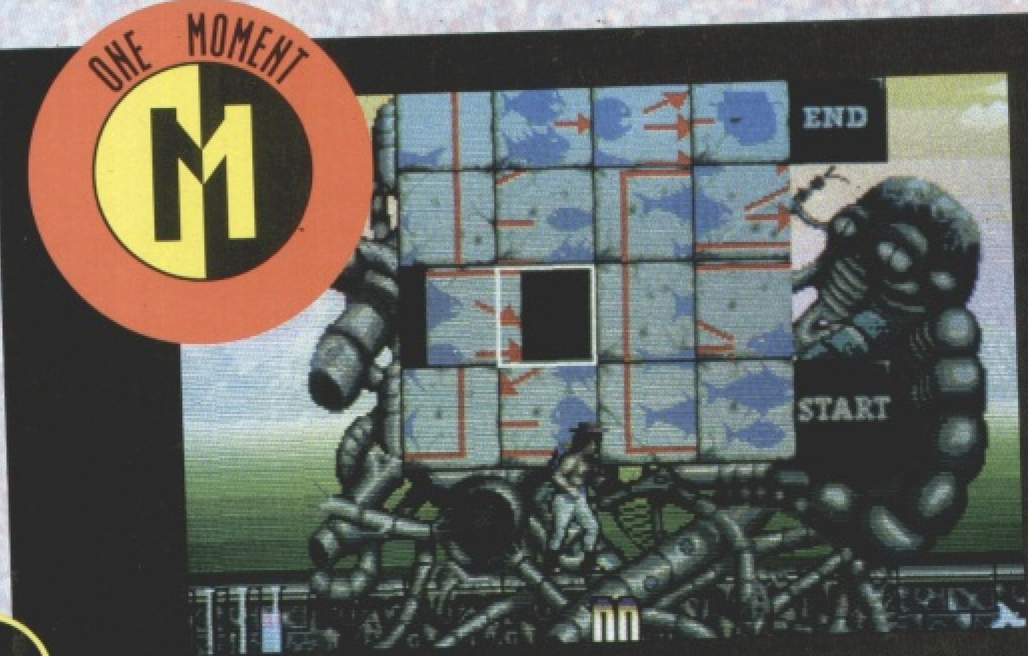
Developers Reflections have listened to the critics of the first two games. While the first was criticised for its shallowness the second was berated for its obscure puzzles. This third instalment to the Beast series boasts a more 'player friendly' arcade adventure element to complement the rugged beat-'em-up action.

So, the question is: Will Psygnosis be third time lucky with Beast 3? Let's find out, shall we?

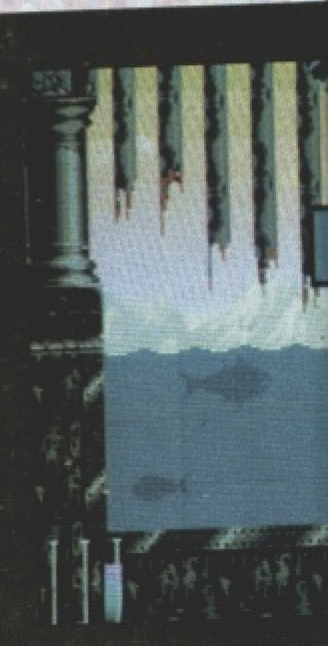


The guardians in this game are really something else. This red Mutha is found after a long hard trek at the end of the Forest level. As you advance onto the screen the music increases in tempo, building up the tension. He then swoops down, wings flapping ominously. The larger monsters (like this) invariably guard the end of the level or a useful object.

ONE MOMENT



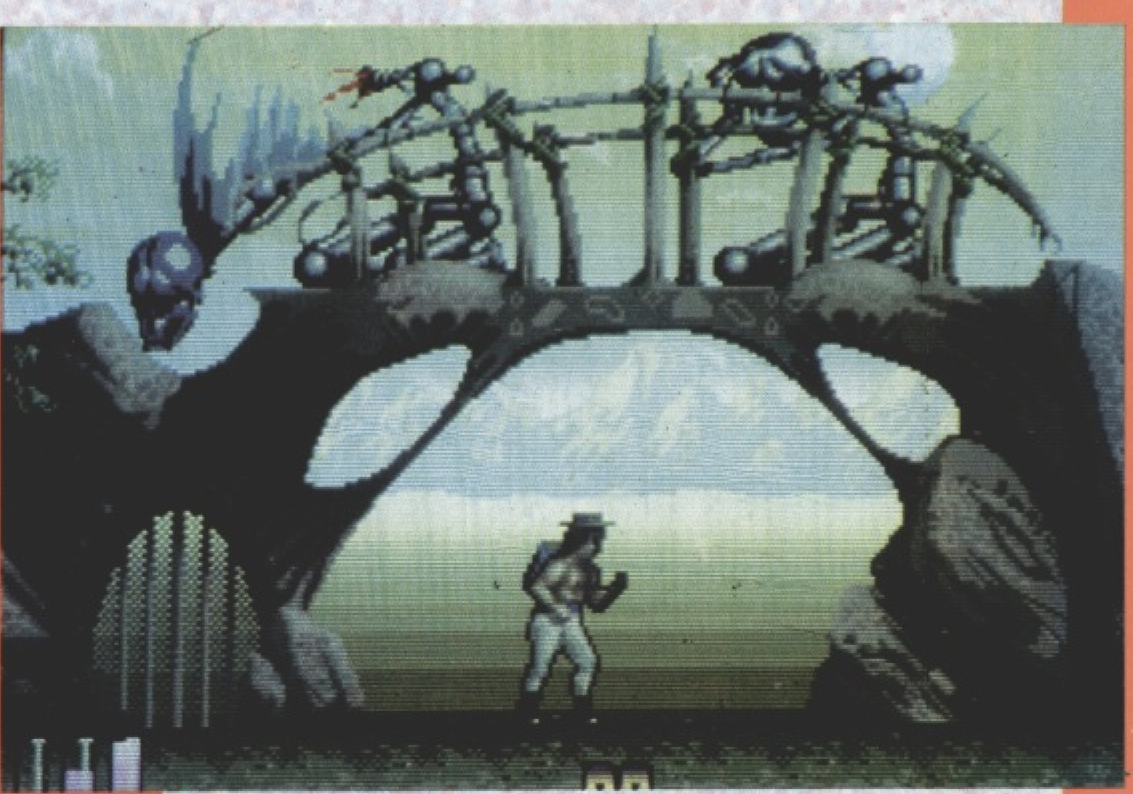
This is one of the more unusual puzzles present in the game and comes in two parts. Almost all of us have had a go on a sliding block puzzle at one time in our lives so this one should really prove no problem. However unlike such games as Terminator 2 and Back To the Future 2 (more sequels!), the picture when completed reveals what seems be... a food chain!?

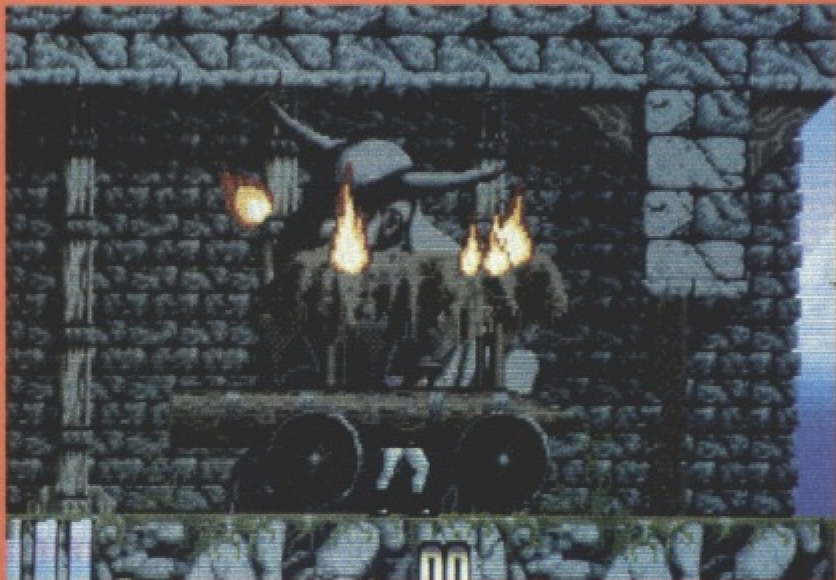






Now I can really appreciate creativity (I did A-level Art you know) but they must have some twisted people up there at Psygnosis. These... 'things'... are in the service of the Beast Lord and so guard the way onwards. Attempt to pass under the bridge and they'll pull their heads off and hurl them at you. But don't think it's over yet They then grow back so they can do it again. Weird or what?



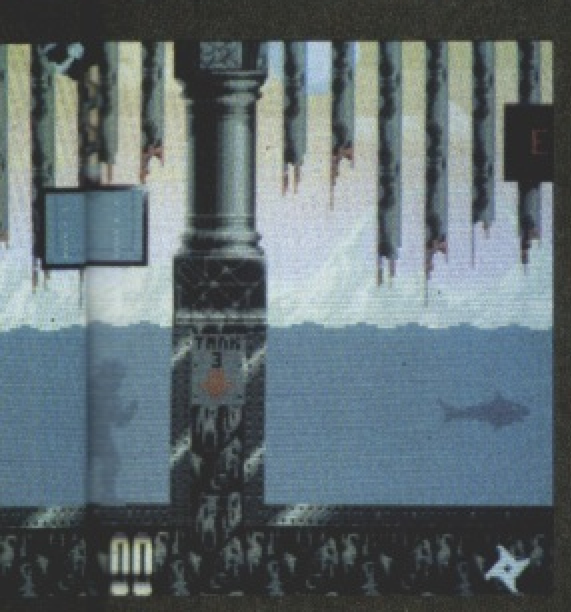


n is
nce
He
ike

A rather solid door bars the route onwards and no amount of pounding with shuriken or hammers will bring it down. Hmmm, maybe you need a battering ram and it just so happens there was one at the beginning of the level. One problem, however - it's got a wheel missing! Somehow you've got to repair it...



This is the end-of-level guardian on the Castle level. He swings his mace at varying heights so lightning reflexes are a must if you're to dodge his blows AND return fire with your shuriken. The shuriken have a limited range so don't think you can sit back and pound him from a distance. There are also hammers to collect but they are used to move objects around (each hit knocks the object along) and this feature is vital for solving the numerous problems.



Progressing further we come across a bizarre aquarium infested with all manner of exotic fish. Attempting to wade through results in you being ripped to ribbons by the piranha-thingies. Further exploration yields a little control booth which allows you to control a movable fish tank with which you can - would you believe it? - move fish between tanks. But for what purpose? (Clue: Remember the sliding-puzzle diagram...?)



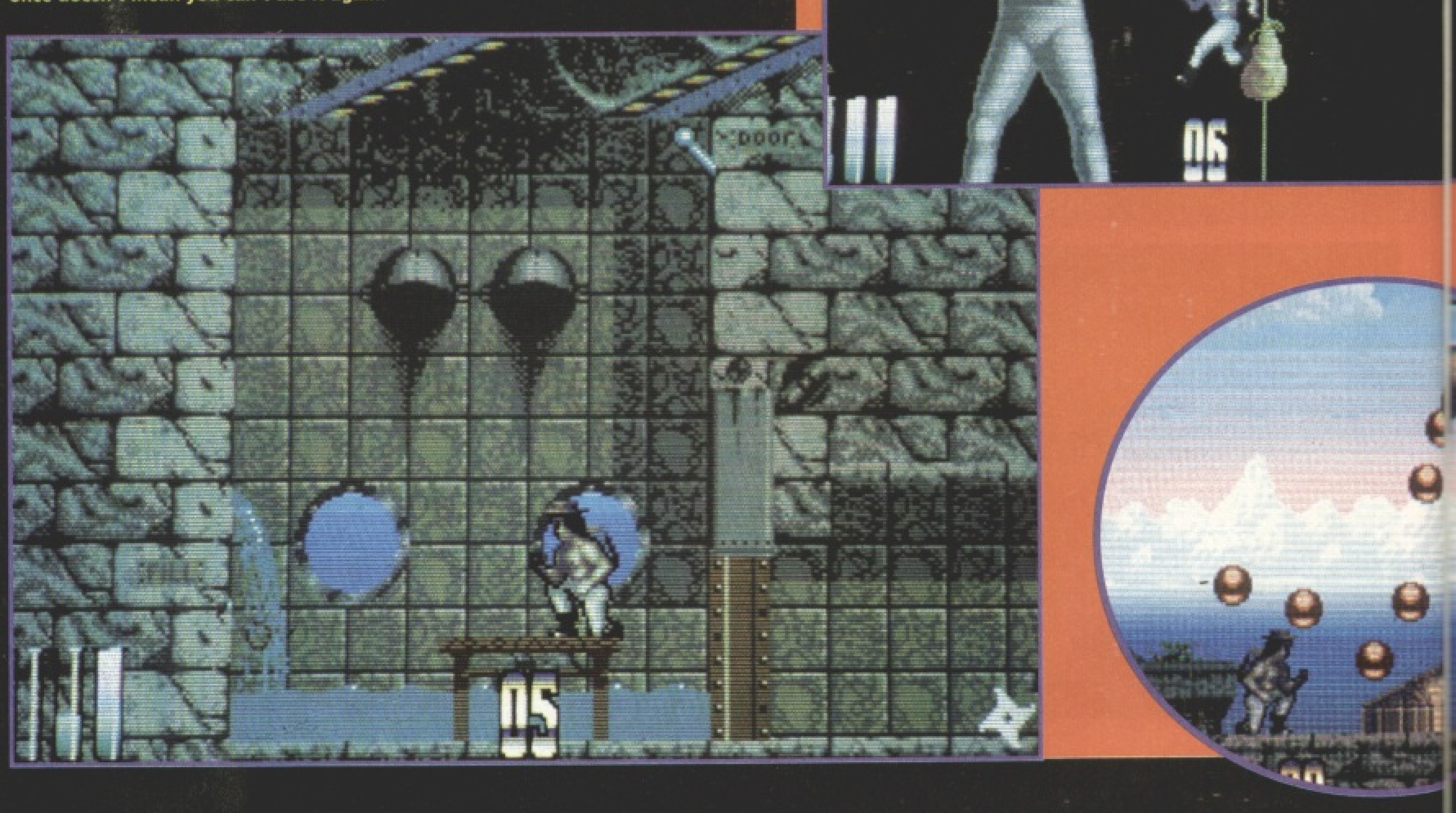
Past the headless monsters' bridge you come to a cliff face. As Yazz said "The only way is up!". Standing on the branches causes them to flex which then gives you that extra spring needed to get higher. On the top branch is a bird's nest; disturb this and the mother bird will feel threatened and attack.

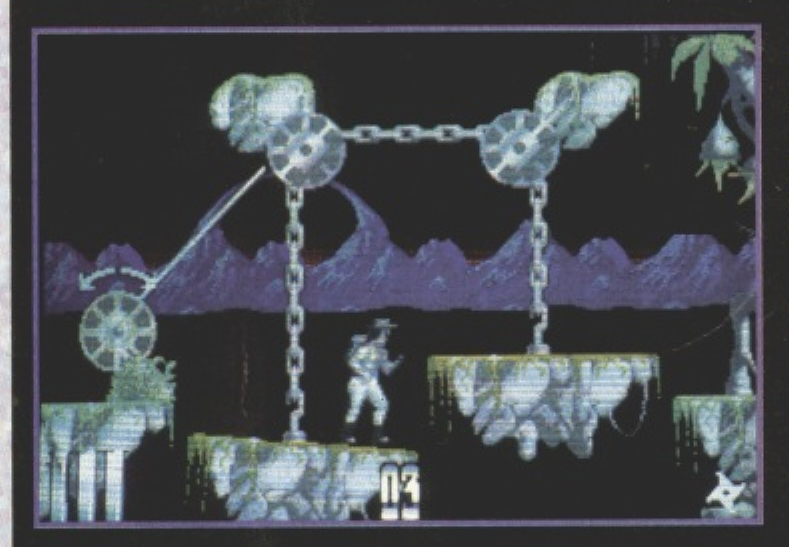


R E V I E W

The way forward is that ledge far to the left. Trying to leap from the edge of the platform leads to a horrible death on the spikes below. The switch causes the platform to swing to the left, but unfortunately the counterbalances pull it back to the to right. Use a heavy object of some kind to weigh it down, perhaps?

Dropping into a pit, you find yourself trapped. The door to the right is sealed and one of the two switches is out of reach. Pulling the only one available opens the sluice gates allowing a deluge of water to pour through. Your character doesn't float and being a bit of a wimp can't swim and so drowns. The table, however, does float. Every object in the game, no matter how insignificant it may be, has a use. Even bits of scenery prove useful, and just because you've used it once doesn't mean you can't use it again.





(Left and below) A problem (depending on how you looked at it) with Beast 2 was the fact that it was very open. It was just one large level and the puzzles could be attempted (though not solved) in any order. The average gamer found this difficult to handle and hence encountered problems. This time round the game is split into four themed levels, Caves, Forest (pictured here), Castle and Temple. At certain locations during the level a ghostly Spectre appears telling you what you need to do to progress, be it twenty pieces of gold or a vial of red elixir.







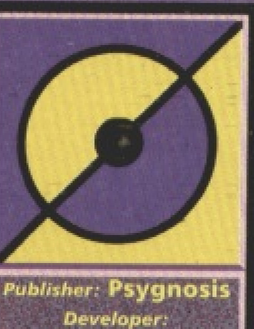


Gore is becoming a common feature in computer games nowadays. Not that I'm a bloodthirsty maniac or anything but a bit of excessive bloodspurting action always goes down well (Total Recall, anyone?). Within the Forest level you encounter a Pygmy village complete with huts, watchtower, campfire, girlscouts, etc. Needless to say they prefer strangers to be cooked before they get to know them better...

Cascading spheres begin to fall once you arrive at the entrance to the Castle. It is quite nicely done: the shiny balls drop into the bucket from above, and being hinged, it then tips over and pours the balls onto any unwary adventurers (although if you do manage to miss this, you probably need your eyes checked). Obviously, then, that bucket must be destroyed!



Here we have yet another example of Reflections' warped imaginations. The pulsating 'things' (quite a useful word that) lie dormant, nestling within the branches. As you approach however, they slowly begin to expand and then explode, releasing masses of purple ooze (for want of a better word) in your general direction. Needless to say that should they come into contact with your character you suffer a serious energy level drain.



Publisher: **Psygnosis**
Developer: **Reflections**

£29.99 Out Now

Joystick

MEMORY	DISKS
1MB	4

GRAPHICS



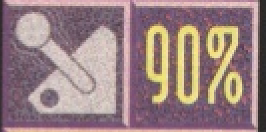
94%

SOUND



81%

PLAYABILITY



90%

LASTABILITY



89%

OVERALL

90%

THE VERDICT

It's difficult to mix two genres and make the resulting game work, the tendency being for it to fall between two stools and hence not really appeal to fans of either game style. In Beast 3's case I'm pleased to say (and I bet you saw this coming) that Psygnosis and Reflections can be justly proud of Beast 3 - they've got the mix just right. There's enough action and eye-popping gore to satisfy even the most jaded arcade-orientated gamester, and a sharp eye and a quick hand are needed if you're going to make it past some of the tougher nasties. However, brawn alone won't suffice and some of the puzzles are quite complex and difficult to fathom. Trial and error along with a bit of careful thought should see you through and once you've completed a puzzle you'll be kicking yourself for not seeing the solution earlier. Apart from providing a bit more satisfaction the problems add longevity to the game ensuring that you'll be playing it for quite a while. The graphics are of the usual high Psygnosis standard with some superbly animated and imaginatively drawn sprites. The colours chosen look good and contribute to the aesthetic feel of the themed levels. Sound is also impressive and serves to enhance the dense atmosphere still further. A nice touch is the way the music becomes more dramatic when reaching a particularly important point of the game, such as an end-of-level guardian. All these elements combine to produce a highly-playable game that should provide ideal entertainment for gamers looking to exercise their minds as well as their joysticks. Highly recommended - this Beast is the best by far!



WIN

SOME CLASSIC FOOTY MOMENTS!

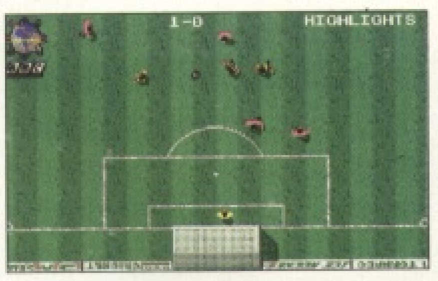
Crikey! Twenty lucky readers will win a Match Of The Day video PLUS a copy of the Match Of The Day game in this luvverly compo courtesy of ZEPPELIN GAMES!

Come on you reds/blues/greens/yellows/peuces (delete as applicable)! Once again the footballing season is upon us. Ahead stretch many happy evenings in front of the box, a can of pop in one hand and the remote control in the other, flicking around the channels desperately trying to catch the highlights from the fourteen top matches which the TV companies, in their infinite wisdom, have decided to schedule at the same time.

You know if you ask me, footy on the telly hasn't been the same since Aunty Beeb took good ol' Match Of The Day off the air. Every Saturday night that famous theme tune rang out - Dah-dah-dah-duuh-dadah-dah-dah-duuuh - and millions of happy families across the country settled down to watch handsome Jimmy 'Reckon' Hill as he presented the pick of the week's top matches. Ah, memories.

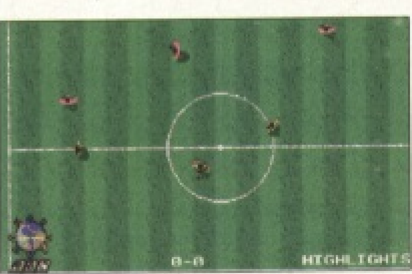
But now, thanks to Zeppelin Games, you can enjoy those halcyon days again. To twenty lucky readers those lovely zippy Zep boys are giving away a video of classic Match Of The Day moments PLUS (as if that wasn't enough) a copy of their brill Match Of The Day soccer management game. Excellent, eh? All you've got to do now is win the compo...

WHAT YOU'VE GOT TO DO TO WIN



Okay, here's the, if you will, 'scenario'. A big five-a-side football league has been set up in the magical land of computer games. You, lucky devil that you are, have been chosen as The One's team manager. What you've got to do is decide who's going to play for us and where and why. The players can be any top character from the wacky world of games.

Being a five-a-side game you have to pick five players (obviously): two to go in attack, two to go in defence and a keeper. Maybe you'd have LeChuck in goal because he'd scare the opposition away from the net. Or how about putting Zool in attack because he's so nippy on his feet? After the compo closing data, we'll all sit down and pick out who's selected the best team and who's come up with the most amusing reasons why and thus decide who wins. Got that? Good - get thinking!



The Rules
The competition is not open to employees to EMAP Images or Zeppelin Games, their friends or relatives. The competition closes on September 21st. The Editor's decision is completely final and no correspondence will be entered into.

Fill in this coupon and send it to: The One's Top Team Compo, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Name:..
Address:...
....
....
Having pondered long and hard on this matter, I have decided that my Top Five-A-Side Team Of All-Time would consist of the following footballing heroes:
In attack I would have .... and..............
.... because.......................................
....
....
In defence I would have .... and..............
.... because.......................................
....
....
In goal I would have .... because..............
....
....
If I win - some chance! - I would like a video of Match Of The Day containing game highlights from the 1960s/1970s/1980s (delete as applicable).

* REVOLUTION IN FOOTBALL MANAGEMENT *



DIVISION ONE 92 REV 1

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games." -The Guardian

THE GAME Everyone has their own ideas on what makes a soccer team "tick". Here is the opportunity to put into practice your own ideas. Operating from the English 1st division you must build a squad to challenge for the league title, the FA and League Cups and the 3 European trophies. And as players age, rebuild the team while holding off relegation.

SQUADS/TRANSFER MARKET In a 3 squad system (1st team squad, reserve squad and youth squad), use the continuous intake of youth players and training program to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfer market acquisitions. As they age, veterans fade and youngsters develop, keep an eye on the changing skills of your team

SKILLS All players have a balance of 5 skills (no "skill levels") which you must develop by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combination on the outcome of the match, and subsequently a season of football. Suitable training can develop/enhance skills.

MATCH/STATS Your judgement will be put to the test in this unique 4 minute match/stats simulation against accurately simulated opposition. This is the measure of your team and your most reliable source of information. There are displays of: match flow, two teams, player-with-the-ball, injuries, discipline, substitutions, in-match tactics, goal scorers, possession breakdown and performance assessment.

REVISION ONE

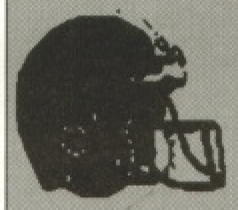
The best just got better! All updates that have been made to Division One 92 over the last six months. In addition the match screen has improved, opposition team info expanded, a European transfer market added and a few more minor changes. An edit program and a customisation program have also been added. The manual has been expanded and the packaging improved.

EDIT PROGRAM. Edit the team and players that make up Division One. Produce **your own** Division One, or Scottish League, British League, European League, German/Spanish/French/Italian...etc...etc. Or even make up a league of all the best teams you've ever seen.

CUSTOMISATION PROGRAM Customise the 45 man starting squad. Use your own favourite players, or your local side. How about as squad with Pele, Beckenbauer, Best, Cruyff, Maradonna ....?

WHAT IS DIFFERENT ABOUT THIS GAME?

Division One 92 transforms the soccer management game. You can concentrate on the football. Experiment with players, formations, team styles. Build your dream squad and check it out in accurately simulated league/cup football. Match results are from a unique soccer match. Every pass, tackle, shot etc. is determined by the players involved. Your choice of skills thus influences match results. Mental arithmetic has been dumped. Football knowledge is the name of the game.



HEAD COACH V3

"When it comes to the 4th down Headcoach has it".'Headcoach' 'TV Sports Football' ' head to head.' (Pop Comp.)

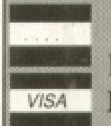
Headcoach V3 has been described as "the best game ever put onto a computer". It is the complete American Football game, a multi season epic with the very best strategic elements of the real thing. You will call the plays, devise the gameplans and develop the team.

Use the first season (2 pre-season games, 16 regular season games, and the play-offs) to discover your 45 man squad of players. Then exploit the college draft to improve the team and expand your game play to beat the very best the NFL can throw at you.

Players will age and teams will fade (a player will last about 6 seasons), but you will stay and rebuild ....

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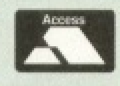
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Ding-ding! All aboard the budget bus for another three pages of cream-of-the-crop cheapo action! There's more than enough stuff to satisfy the pocket-conscious Amiga gamer this month, including a Rainbow Islands clone, a pair of fine re-releases, the latest elephantine release from those Masters of Code and, in what must be a new compilation record, no less than 30 sporting events packed into one bulging box from US Gold. So tarry no longer, stout yeoman! Venture forth into the budget wilderness. We'll be right behind you...

ERIK
Atlantis £7.99

Clones of successful games are nothing new. In fact, they're incredibly common. So, who wants a blatant rip-off of Rainbow Islands? Well, that' what you've got with Erik.

Erik is an uninspiring platform romp in which everything has been done before - only better. As in Rainbow Islands, Erik must make his way through four vertically scrolling worlds, killing numerous cute creatures and collecting the crystals they leave behind. The crystals award either points or cash, the latter to be spent in shops to upgrade your weapons.

The panel showing score, hi-score, world number and so on is just like Rainbow Islands, and shooting certain parts of the 'air' results in extras appearing. Sound familiar? Also, you can collect bubbles that spell out the word 'BONUS', too. Oh yes, each world is split up into sub-levels (1-1, 1-2, 1-3, etc) and at the end of each world there's a big bad guardian.

The graphics in Erik are cartoony in appearance but nothing to write home about and the sound is equally unexciting. The gameplay's not too bad although it can be frustrating at times; Erik dies after just one hit but the enemies invariably take three or four hits to kill - unless you manage to save up for a really powerful weapon. Annoyingly, some of the deadly traps give no warning of their existence until it's too late to avoid them. To make matters worse, this results in you losing any weapons you may have bought.





Erik may keep you satisfied for a couple of hours but then it's likely to be discarded. It's not too bad in its own right but it's so unoriginal - and definitely not as good as Rainbow Islands. To tell the truth, I can't see any point buying Erik, especially since the genuine article is already out on budget.

65%

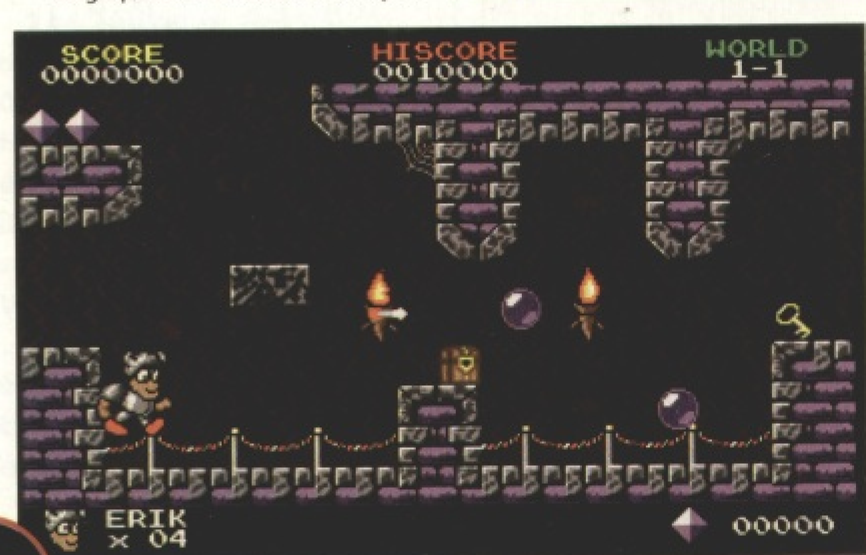
NARCO POLICE
GBH £7.99

Narco Police is probably best described as a cross between Operation Wolf and Dungeon Master. Well, Operation Wolf moving through 3D tunnels, at least. Set in 2003, the story tells of a world in which a fifth of the population are addicted to drugs and the drug barons are in control of everything. In desperation, the Narco Police, a crack drug-busting unit, have been set up in an effort to eliminate the drug market by destroying its nerve centre, a major processing laboratory just off the coast of Colombia.

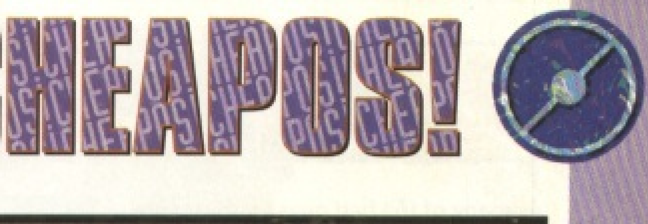
The mission is split into two distinct stages. The first involves sending your men onto the island, battling through access tunnels in order to reach the centre point of the island. In the second section, you must fight your way around the lab itself in order to plant the bombs necessary to blow up the complex. The task isn't easy, with armed guards, commandos, electronic systems, tanks and gun emplacements all out to thwart you.

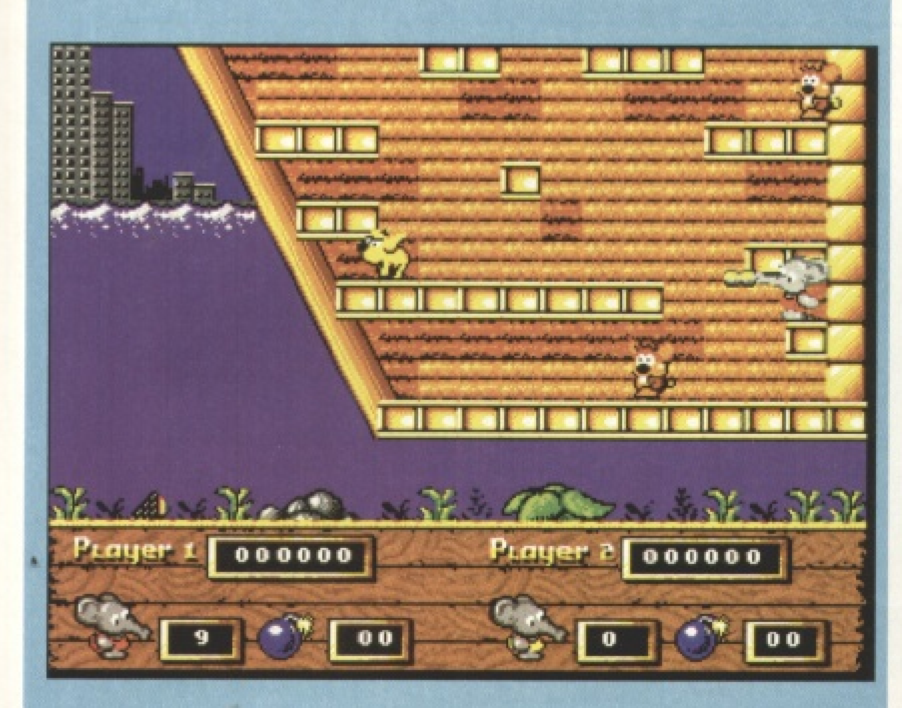
Action-wise, Narco Police is very similar to the aforementioned Operation Wolf but with a little more strategy involved. Different weapons and



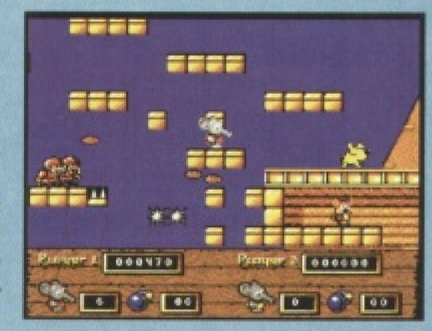


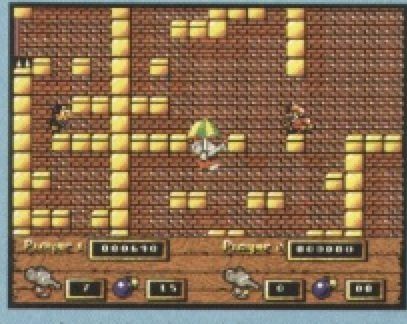






CJ IN THE USA
Codemasters
£7.99





Horror of horrors. CJ the elephant's family have been kidnapped from their jungle domicile and taken to America by an evil hunter! Since their arrival in the US they've managed to break out but are now trapped in various States! So, without hesitation, CJ hops on the first available Transatlantic flight and sets out to rescue his relations.

Since it comes from Codemasters and doesn't have the word 'simulator' in the title, you probably don't need to be told that CJ in the USA is a platform game in the now well-familiar Dizzy/Seymour/Spike tradition. Actually, it's a lot less adventure-orientated than your average Dizzy escapade, concentrating more on simplistic eight-way platform fun in the vein of The New Zealand Story.

On each of the four levels, CJ has to make his way around the maze of platforms and obstacles, constantly patrolled by all manner of stereotypcial American sprites (ball players, cowboys, street gangs and even the Ku Klux Klan among them) to get to where the relevant family member has been trapped - each one is defended by the obligatory outsize end-of-level guardian.

To defend himself, CJ can blow deadly peanuts out of his trunk and throw the bombs that he collects along the way. The layout of the game means, however, that the emphasis is placed less on dealing with the bad guys and more on circumnavigating the tricky landscape - each level is designed so you have to take a long, twisty-turny route requiring pixel-perfect jumps over long drops, deadly spikes and all manner of traps.

Like The New Zealand Story, there really isn't that much to CJ in the USA but what's there is a lot of fun. And though its four levels are unlikely to present too much of a challenge to seasoned platformers, there's more than enough to justify the outlay. It's by no means a classic but it's cute, playable and has some seriously mellow music on the title screen. What more do you want for eight quid?

76%

equipment have to be chosen and this plays a major part in the game, since ammunition, medical kits, transporters to contact reserve men and so on are all limited in supply.

The graphics are reasonable - though the 3D is a bit ropey in places - with some average looking still-screens thrown in for good measure. The music at the beginning of the game is atmospheric, and the sound FX are impressive on the whole - the gunfire noise makes is worth a mention of its own. The gameplay is enjoyable, if a little difficult at first. All in all, this is is a fun game that is definitely worth checking out if you are a fan of action-packed blasters.

80%





NARC
The Hit Squad
£7.99

"You're busted!" hollers the digitised speech upon loading. I wish this game was (busted, that is) - then I wouldn't have to put up with any more of its profoundly frustrating shoot-'em-up 'action'. The original Williams coin-op came and went without making too much of a dent - which is a bit of a shame, because it's actually a really good laugh, sporting some of the nicest high-res graphics I've seen, top blasting fun from start to finish and even a worthwhile message behind the scenario, i.e. winners don't use drugs, etc, etc.

Ocean's conversion, however, is a rather tawdry affair. In it, two narcotics cops Hit Man (!) and Max Force (!!) get tooled up and take to the streets to bring down Mr Big and his powder-peddling enterprise. Forget search warrants and departmental procedure - here justice is delivered by blasting your way through twelve levels of horizontally-scrolling mayhem on the streets, in the subways and eventually the drug refineries themselves. Armed with a lethal machine gun/rocket launcher contraption, your aim is to take down

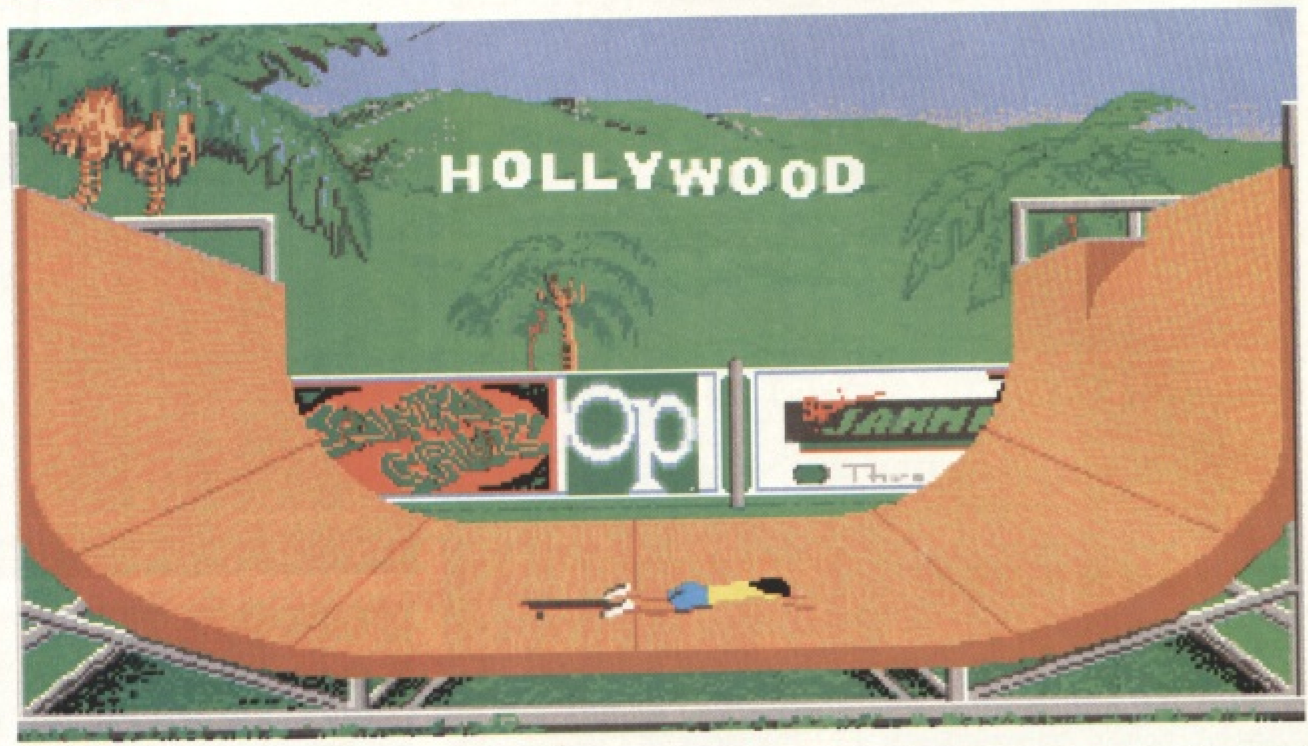


as many of the bad guys (easily recognisable by their long brown trenchcoats) and seize as much of the coke as possible.

Gameplay-wise, it's a little like a beat-'em-up with guns - just blast away at everything in sight and keep on moving from left to right. Now all this is fine in theory, but in practice it's a lot more tricky and a hell of a lot less fun. The main problem is caused by the rabid alsatians that constantly attack you - they can only be shot by crouching down, and whenever one bites you it forces you to stand up, so when they attack in packs (as they most often do), it's almost impossible to defend yourself and you end up dying very quickly, very unfairly and very frustratingly. When kitted out with some power-ups for your weapons, like the rapid autofire, you can put up a fight for a short time, but when they run out its back to throwing the joystick at the screen and storming off in a huff for the umpteenth time.

It's a real shame because technically the game is fast, slick and actually quite impressive. It's one of those games that looks like it really could be a lot of fun, so it's all the more frustrating when you find that a collection of silly mistakes have made it little more than an exercise in aggravation. Fans of the coin-op would most definitely NOT be impressed, even at this price.

48%



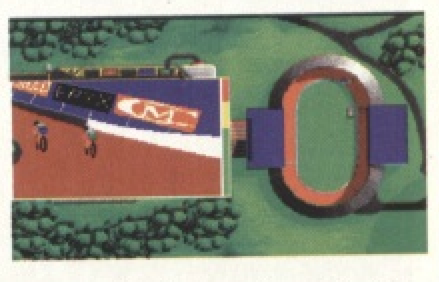


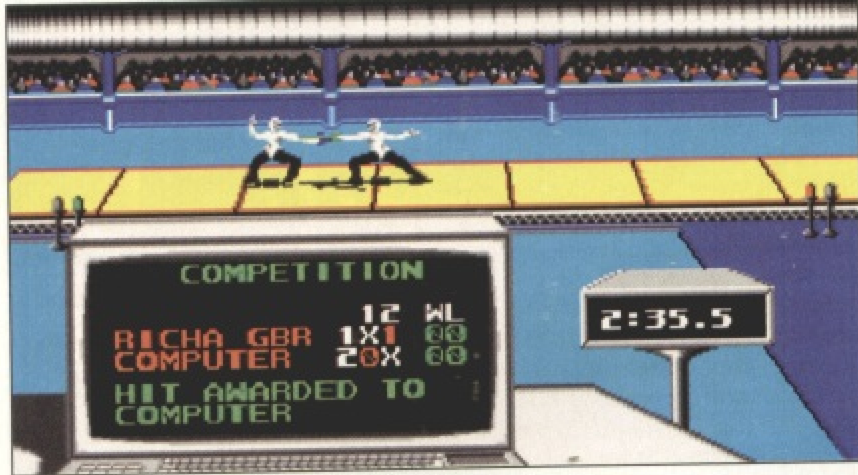
MEGA SPORTS
US Gold £25.99

"Aaaiiieee! PC attack!" Sorry to get over-excited so soon but can you blame me? Mega Sports comes supplied on no less than SEVEN disks along with a chunky manual. Such a pile of plastic is something of a novelty for an Amiga compilation but the reason is simple: there are a total of five complete games included in the pack - Summer Games 1 and 2, Winter Games, The Games: Winter Edition and California Games.

These games are a mixture of re-released product and others getting their first airing. It will probably come as no great surprise that this package is devoted entirely to sporty pastimes and, with the exception of California Games (the sequel to which was reviewed last issue), nearly all the events take place in an Olympic Arena. What? You think this pack was released simply to cash in on the Barcelona Olympics? Surely not! Stop being so cynical!

But enough of the waffle. All the games are presented in true Epyx style - big opening and closing ceremonies, presentation of all awards and roughly six events in each individual game. I won't bore you with a complete list of them all, but suffice to say that there are over thirty sports simulated. Summer Games 1, for example, contains the pole vault, diving, the 4 x 400m relay, the 100m dash, gymnastics, freestyle relay, 100m freestyle and skeet shooting. You can compete for gold with your mates or against the computer.

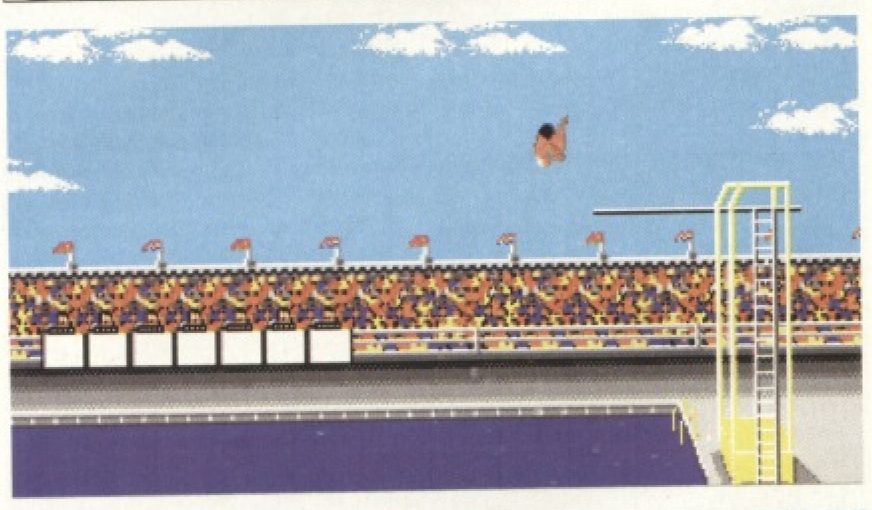


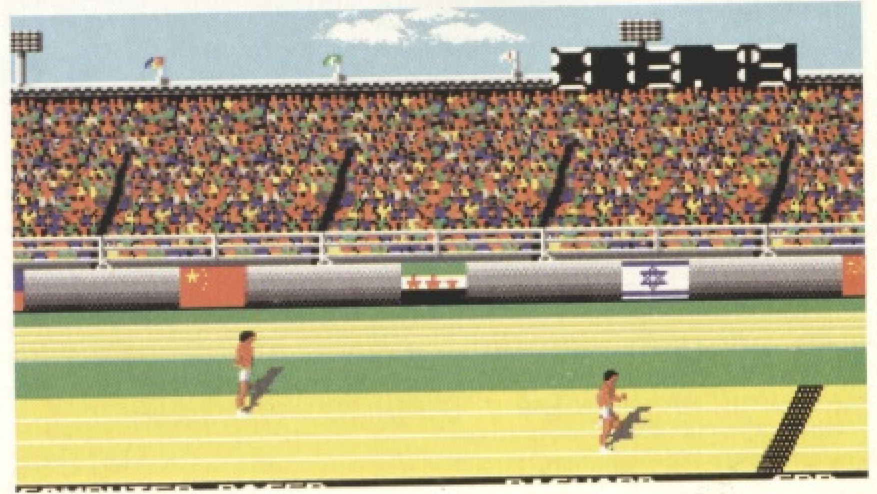


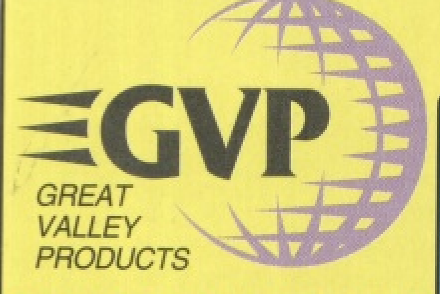
The graphics and sonics generally look and sound ropey though, to be fair, this is because of the age of some of the games. However, the gameplay is definitely above average, ranging from joystick - and arm! - knackering waggling to more sedate events like archery which involves aiming the arrow while taking wind speed into consideration. Many of the events are actually quite good fun when you get into them, although there are bound to be some turkeys and others which you personally dislike.

Another problem is the similarity between some of the events. Is there really much difference between aiming a gun and a bow, or running 100m instead of 400m? However, given the number of events the lastability of the compilation should be guaranteed. Personally I feel that this sort of game is dated, but the package really is value for money and comes recommended to those who are interested in athletics and/or chance to reminisce over the good old days.

80%







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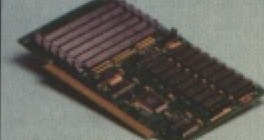
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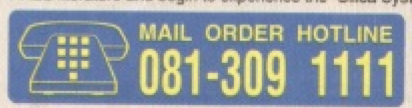
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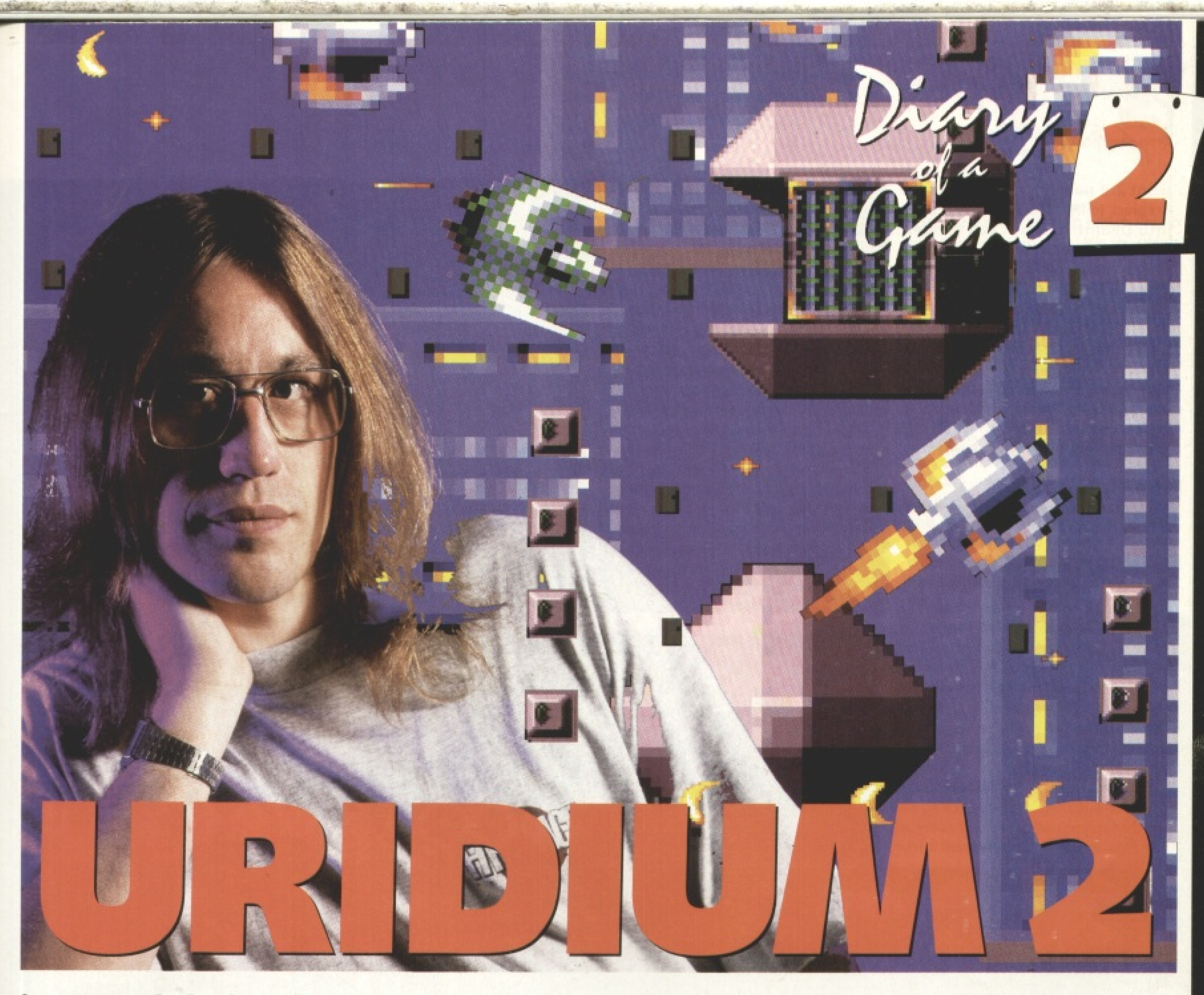
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Last month Andrew Braybrook, coder extraordinaire, described the laying of the the first binary foundation stones to his latest opus - Uridium 2, the long-awaited sequel to his classic Commodore 64 blaster. Having got his super-sexy, 32-colours, 50-frames-per-second scrolling routine up and running, Andrew continues his saga here - and remember, it's only in The One!

PART TWO - JUNE/JULY

Uridium 2, in my mind's eye, has to start where the first Uridium left off. All the playability from the original C64 game has to be there - the speed, the dynamics, etc - but that must be the starting point, not the finish. I have to add to that. Certainly the graphics can be brought up to date but new features must be incorporated too, and overall the game must be much bigger.

The old adage that a sequel has to be at least 237 times better than the original to be perceived as better at all is certainly true. I'll not pretend that this is going to be easy. In order to give me the best chance of making this game stand out, decisions must be made now as to the hardware requirements of this game. In order to get speed out of the Amiga I don't want to be limited by thoughts of how to make this run on other, less capable machines. Only the Amiga version matters.

Also, I think I'm going to need more than 512K, so it may be a 1Mb-only game. I know that many of you have upgraded your 512K machines with extra RAM - anyone who hasn't yet ought to seriously consider it as many more games will be coming out for the larger machines. After all, an extra 512K can be bought for around £20 - less than the cost of one game!

Monday June 22nd

Today has been a day of optimisation and consolidation. Rather than developing any new code I wanted to speed up certain functions within Uridium 2. For example, every time a bullet is fired, the fire routine asks our operating system for some memory to store the bullet's position, speed, etc, in.

As with all operating systems, no matter how well written, this is a bit of a slow process. It's much better to have forty or fifty blocks of memory ready and waiting in a list so that when you want to fire a bullet it just says "NEXT!" rather than "Excuse me, Mr Operating System, but would you mind awfully sparing a little of your valuable time..." etc, etc. It may not seem much now but it could mean I can run a couple more objects around if I keep the code as lean as possible.

I've also put in the score printing routines using multi-tasking so that even if both players' scores need updating, the actual printing of the score is done whenever there's a spare moment rather than immediately, which could cause a crisis if the game is getting busy. This would manifest itself as a 'glitch' or shudder as the game failed to complete all the processing required within one fiftieth of a second.

Uridium 2 is also the first ever game I've done with a simultaneous two-player option, so it's a bit of a tangle working out which score to update. One Manta ship leads while the other plays wing-man, but the lead Manta could be either Player One or Player Two, each with a separate score. The bullets fired by each must be tagged to say who fired them so that when an enemy ship is destroyed, it knows whose bullet did it.

Phillip Williams, the graphics artist, has just finished all 46 of the Manta's animation frames, in 16 colours only, on Cyber-



paint 2. I now have to convert the graphics to IFF format and load them into DPaint so that I can convert them to 32 colours. Our palette at the moment consists of four colour series in six shades. Trying to get all 32 colours onto any one sprite will be difficult but at least we can get different combinations onto various objects. We have a green series, a blue series, some red/orange/yellow explosions and some garish purples. Whatever happened to good old grey? I'll talk him into it somehow.

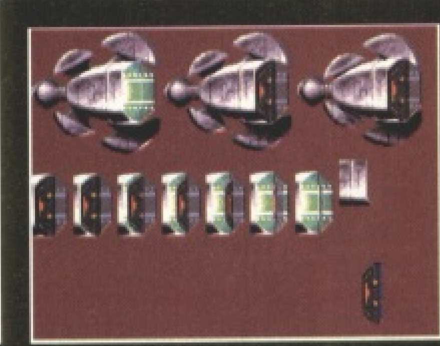
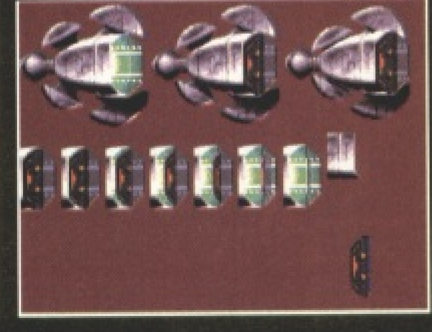
Tuesday June 23rd
No work on Uridium 2 today, it was a fiery, icy day.

Wednesday June 24th
One of the problems with the Amiga's 32-colour mode is that I've never done anything with that many colours before. And, although I've written the plot routines to run in 16- or 32-colour mode ('cos I like to think ahead), we have no graphics for 32 colours and only one art package that can cope, i.e. one copy of DPaint.

I drew a font in 16 colours using the ever faithful font book for Fire & Ice that never got used. This seemed like a good opportunity to add a few font in as a series of sprite images so that I don't have to write a new print routine. This should allow for a more dynamic title sequence.

Thursday June 25th
In order to cut down on the work done every fiftieth of a second I'll have to be careful not to move too much at once when printing text. Once a letter has stopped moving I can fix it in the background and then forget about it.

The closest analogy I can think of is that if you have twenty police cars patrolling a town and you want to make it look like more, you drive them to specific locations, drop off your policemen, and get out the full-size cardboard cut-out police car. You then drive the real car away to the next site. This gives the illusion of



(Above) Gosh, look at those explosions! These are what you'll see when the Manta crashes, so though you may be sulking, you'll have something nice to look at.

(Above left) The big mothership, originally to be the craft that dropped off the Manta at the start of the level, may now be used as an end-of-level baddy.

(Left) The new graphics have already made the world of difference to Uridium 2's physical appearance - it's already looking like a polished game. Note the tank and Uridimine launcher in the centre of the screen, two nasties that are already functioning.

> "The old adage that a sequel has to be at least 237 times better than the original to be perceived as better at all is certainly true."

more colours to it using a procedure which goes something like this:

(1) Load the .NEO format picture into CyberPaint on the 4 Mega ST.

(2) Save the picture out as a .PI1 file which is nearly the same as a .NEO.

(3) Move the sloppy disk to the PC and run a conversion utility to change the picture to DPaint-compatible IFF format.

(4) Move the sloppy disk to the Amiga and load it into DPaint.

Finally I get to play with real pixels! I added about another eight colours onto the font. Of course, everybody complains that they can't read it. I'm just putting the having more than twenty police cars. Of course, hot pursuit in the cardboard cut-out is not a good idea. In fact the idea is so far-fetched it could never happen in real life.

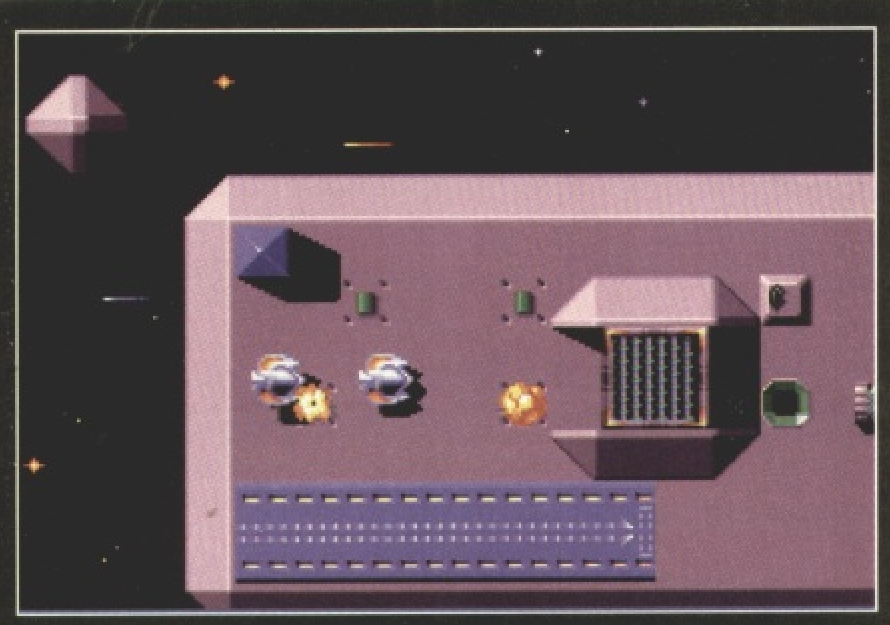
Friday June 26th
Found out most of how to get a PAL Amiga 500Plus to think it's an NTSC machine. You can do it by doctoring the circuit board with a couple of well-placed wires and an optional switch. An easier way is to phone Tony Crowther, who will tell you to hit the register at $DFF1DC with... Well something. A bit of experimentation soon finds out at least one value that works.

I'm one of those people that likes to get each bit of code working perfectly before going on to the next bit, so if something goes wrong there's a good chance it was down to the code that I'm working on at the moment. Sometimes though you need a lot of code to test a new feature out. Let me elaborate...

I've just finished the score printing routine which I need for debugging information (I just get it to print any number of interest rather than the score) but... In order to test that I need to be able to really score points, so... I need bullets to fire (which are done) and I need a target to shoot at. Rather than code all of the enemy ship formation routines I have set up my cursor to be an enemy bullet and an enemy ship, so I can shoot it for points or run into it to test the explosion routines.

Monday June 29th
Took delivery of some explosion graphics and a large mine, which I used as a Uridimine, a device used to chase unwanted players away from the nice friendly alien motherships. Having three different sets of explosions means that we can make the explosions more varied, mixing frames, choosing random sets and seeding small explosions from bigger ones.

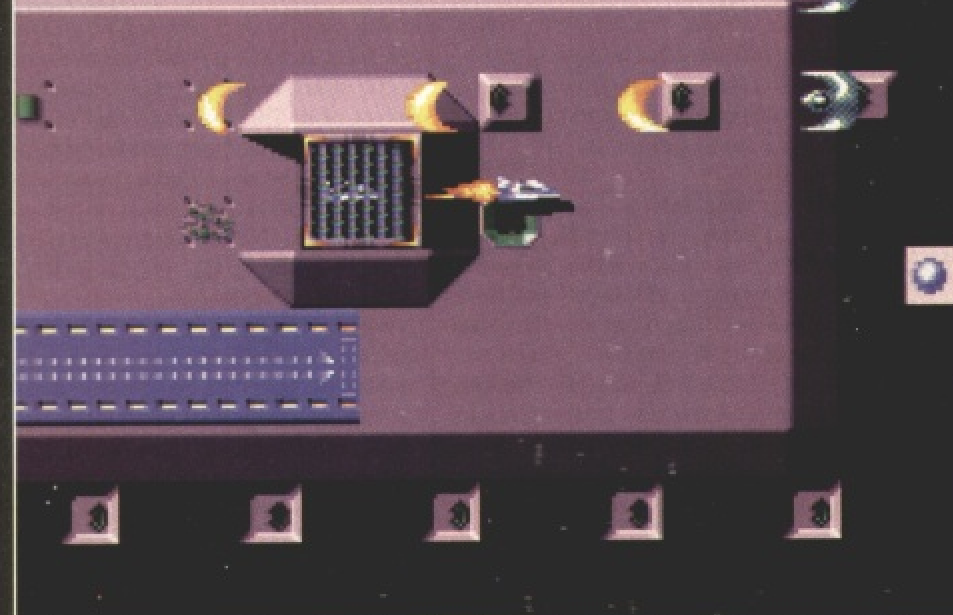


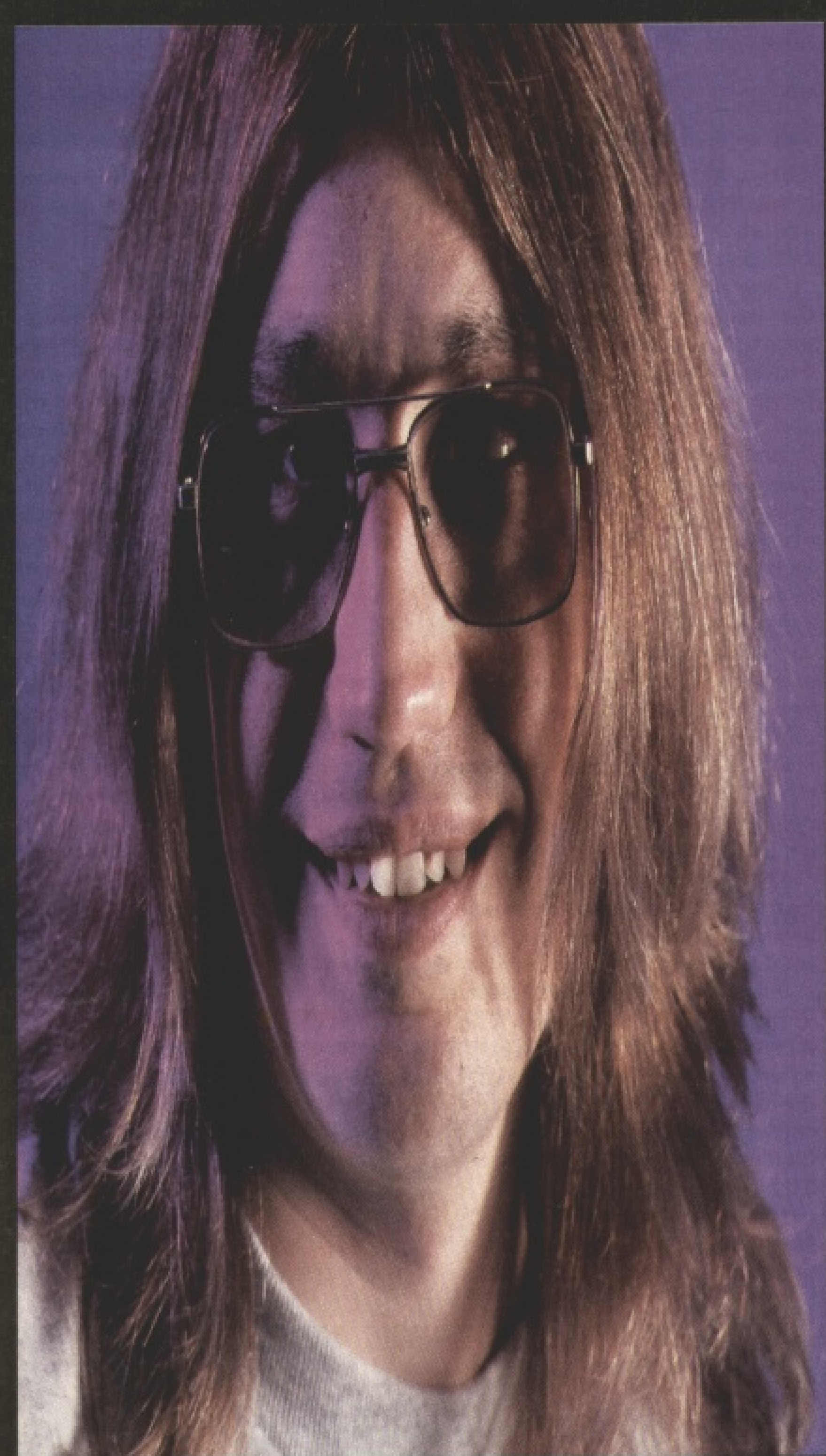


(Left and below) Andrew's recently added a hangar roof to the background graphics - the Manta can pass under the grille for a neat 3D effect. The result's certainly impressive - in the two-player shot below, you can see the second ship inside the hangar - but getting it to work has caused Andrew no end of aggravation. Notice also the first enemy ships, which are attacking in firing to preset patterns. Currently, this is all there is of the background to see - it's basically just a short testbed used to make sure everything's functioning correctly. The proper background designs will be implemented at a later stage.

Tuesday June 30th
Put in the drop-off ship which Phillip has been working on. It's 96-pixels square and the player's ship or ships are launched from a rear hatch, ready for battle. The drop-off ship then runs for cover. It looks best in darkish, moody greys so I think I've finally talked him into getting the greys into the game. Nag, nag, nag.

Wednesday July 1st
The problem with wanting to just try things out is that you write the code quickly because you want to see results. Then you think of things that you can't do with what you've written so you have to rewrite it. A game with five different game modes and three different control methods per player, able to detect possibly both devices while playing a demo game, amongst other things, becomes a right tangled mess. And it's watching for a change of those options as well. Coupled with the editor on the PC crashing at an important moment, all this made for a confusing day. And the game doesn't look any different apart from an animated high score display.





(Left) The man himself - when Andrew came down for the photoshoot, he thought he'd squeeze in a quick plug by wearing a Fire & Ice T-shirt. Unfortunately we decided to cut out the actual logo - if you want an ad in this mag, you'll have to pay like everyone else. So there.



(Above) The Manta is hotly pursued by the game's first set of flying meanies. Note the craters in the background ship's hull - in the final version there will be dozens of destructable surface features.

Thursday July 2nd
Put in an option select screen so I can see if the game is playing the same game as I think I've selected, with all the right control modes. It is. Wow! Spent the rest of the morning designing the data layouts for the enemy ship formations. All features from the original Uridium must be incorporated plus enough room to add extra features. By the end of the day I had two formations, one of three ships and one of five, created, moving, firing, being shot, and purging if too far away from the player(s). All that took at least a fortnight to write and debug in the original game. Wonder if the boss will give me the next two weeks off?

Diary of a Game 2

Got my new keyboard to play with. No, not a Peavey DPM3SE plus super synthesizer but a 287,000-key PC keyboard, with sensible function keys down the side where you can get them SHIFTed or ALTed with one hand. What a good idea. I'm sure our original PC XTs could do that five years ago, then some bright spark thought: "Let's move all the F-keys to the top where they're really awkward to get at!" Brilliant!

Friday July 3rd
Black Friday. Today the first hardware sprite graphics got drawn - the enemy ship bullets. But can I get this brute of a computer to display them? All I get is a strip of garbage down the screen. Those routines all worked in Fire & Ice. What is it that I don't understand about this? I'll have to take this slowly and just test one image at a time. I'm sure it's a hardware problem. I hate leaving problems to solve overnight, let alone over a weekend. My mind just works overtime and I get cross.

Monday July 6th
As I suspected - and I'd been planning the test to prove this all weekend - the sprites displayed get their size and position from the first two words of the display data. These are, in fact, nothing to do with size and position, which it was told about earlier. This all worked in Fire & Ice so why doesn't it work here? Well, I'm fed up with it. And what do I do with code that I'm fed up with? Throw it away and write something better.

So, for the first time I now have a sprite multiplexor on the Amiga that allows me to re-use the three 15-colour hardware sprites that aren't already busy. "Not much spectacular about that," I hear you say. But this routine has a contingency plan. Since the hardware sprites are being used for enemy bullets it would be a blow if some flickered, or worse, didn't get displayed at all, i.e. the Shot-By-Invisible-Bullet syndrome.

What my routine does is use the hardware sprites as best it can and any that don't fit which would disappear are converted to normal blitter objects. I never thought I'd ever do something as ridiculous as that; after all, it's a technique used by the AmigaDos graphics library. For an encore I've put in some background collision detection so that player bullets and the player ship stop when they hit walls or other tall objects.

Tuesday July 7th
Worked on our disk system to make it more AmigaDos friendly. Failed. Went to see the great rock band Spinal Tap at the Albert Hall.

Wednesday July 8th
What a band! Great atmosphere, had a marvellous time. Go, Nigel, Go! In the absence of our wayward graphics artist and going by the old saying "If a job's worth doing, it's worth doing yourself" I got out the old DPaint disk and had a play with some spinning circles for a coming-out-of-Hyperspace effect. I thought I'd write an eight-line BASIC program to generate some co-ordinates using sines and cosines but could I get it to work? Fallback mode consisted of some paper, a pencil, a calculator, and a Braybrook-can-round-a-negative-number-better-than-a-grotty-BASIC-program frame of mind!

Thursday July 9th
Still no graphics artist. Apparently he's on holiday. Looks like I'll have to do the graphics myself again today. I nearly shuffled all the colours in the palette and remapped all the graphics to that palette, just to get better shadow effects, then I thought better of it. The shadows cast in the game at the moment are fairly subtle. Had I gone ahead with the palette changes they'd have been about as subtle as Rambo catching butterflies.

Friday July 10th
I've been thinking about Monday's sprite multiplexor all week. The data to plot is stored in hardware sprite format, so if it gets overloaded it has to convert the data to blitter format and plot it the slow way. So just when it's busy it has to do even more work. This is not clever. Against that the data is nice and compact. If I store the data in blitter format, when it gets overloaded the data is all ready to plot, and when it's not busy it has time to unravel the data and convert it to hardware sprite format, which has to get copied to another place for display purposes. It's more efficient in my head - whether it is in the game is more difficult to tell.

Monday July 13th
Gary had us all staring at the screen watching for what he said was a background graphic momentarily changing and then changing back again. This is, of course, impossible. Only he could see it, and despite many times saying "Look! It did it again!", nobody else spotted it. Time to get him certified, I reckon.

The main changes today have been in darkening the colours in the palette and doing the shadows in black. This is by no means elegant of code, fleet of foot or pretty as a picture but it is more striking and is in to stay.

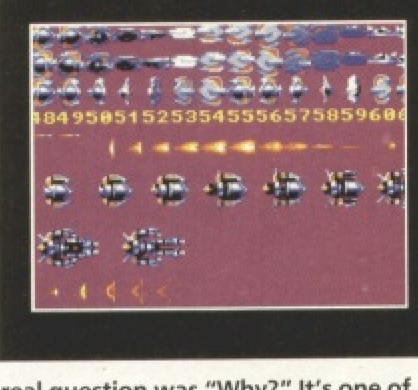
Tuesday July 14th
Something was stomping all over some important data tables in memory. It took only a few seconds to realise what was happening, but the real question was "Why?" It's one of those situations where any feature added that afternoon could have caused it, which was a blow because I'd only added one new feature and that hadn't been executed yet. Desperation says that a line of code somewhere has gone AWOL so restore it from yesterday's backup and it'll go away. It didn't!

Just by luck on one test run the game lived a little longer, time enough for me to spot that the shadow plotter wasn't working and a blob appeared on the control panel in the shape of a shadow.

My new feature required a change to an important data table that causes all routines to be re-assembled, and the shadow plotter was a new one that missed that process. But, although I now know why it was going wrong, I don't really know how. I suppose it doesn't matter, 'cos it's fixed now.

The new feature was a system for fast targetting by homing missiles. Say you had a tin-can fetish and wanted to find all the different ones in Tesco's. Rather than search through all the aisles, it would be nice if there was a map by the door showing where the cans were. So Tesco's is the list of all objects in the game, the cans are enemy targets, and the fetishist is the homing missiles being launched. Easy, eh?

The other major addition today is an animation for player bullets hitting walls, another use for the hardware sprite multi-plexor. And I've got it doing the Manta jet bursts as well. Glad I wrote that one.



(Left) A selection of the latest Manta sprites - it's possible the final ones will have less bright colour schemes. The frames in the bottom half of the screen show the ship turning into a Transformer-like robot - it's possible this feature will be included in the game for when the ship lands at the end of a level.

Wednesday July 15th
Discovery of the day: "move.w ccr,d4" is not a real 68000 instruction at all, contrary to my reference book. It's only implemented on 68010 CPUs or better. Getting hold of something as simple as the carry flag for later reference without suddenly destroying it becomes a major problem. All I want to do is see if the player has tripped over a 10,000-point boundary to award a bonus life. How difficult can it be?

Put in a hangar roof for the player to fly under to give the game a 3D look. This led to problems - the homing mines must also go under the roof (easy) but not take short cuts through walls (tricky). The homing mines were not doing any background collision detection. Now, at least, you can give them the slip by hiding behind walls.

Thursday July 16th
Bad day for the interleaved plotter (the routine plotting most of the objects using the blitter). I found two cases where an object is partially off screen and the background doesn't get restored where it was.

A kludge fix can isolate that case and compensate but the whole thing needs a rewrite. It's bad news because nearly all the other specialised plot routines are based on it.

NEXT MONTH!

Will Andrew manage to fix his plotting routine or will a kludge suffice? Hold on to your potatoes - you'll find out next issue!

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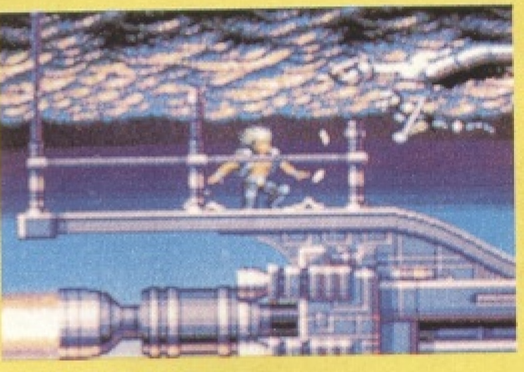
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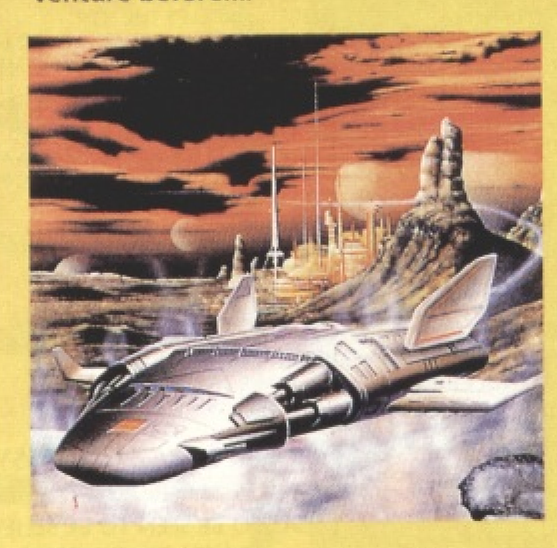
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PD ZONE

Here, every month in deluxe Technicolour, we present the best that the Wonderful World of Public Domain has to offer. Come with us, to the land where dreams can come true if you wish hard enough... (Time you took a holiday - Ed.)

ASSAILED BY ASSASSINS!

We've had a whole wedge of Assassins compilation disks sent in this month. Rather than review all the games on each disk we've listed the disks and their contents below and given a single line comment on each game unless they're particularly good (or excruciatingly bad) in which case we've pulled them out for a full review. Okay?

THE ASSASSINS DISK 23

Quick Money - See review elsewhere.
Biplane 2 - See review elsewhere.
Interferon - Playable Dr Mario/Tetris rip-off.
Arcadia - Strictly average Arkanoid variant.

THE ASSASSINS DISK 24

Revenge of the Mutant Camels - Another Jeff Minter psychedelia explosion but not half as much fun as Llamatron.
Nebula - Excellent 3D combat game (featured on this month's coverdisk).
Croak - The best Frogger clone yet (featured on this month's coverdisk).
Dux - Mildly amusing shooting gallery sim (also happens to be the secret bonus game in Gremlin's Lotus Esprit Turbo Challenge, trivia fans).
3D Maze - Er, a 3D maze.

THE ASSASSINS DISK 25

E-Type - So-so updating of Asteroids with power ups and poor ship control (reviewed in the July issue of The One).
Hemroids - Very bland and boring Asteroids clone.
Copper - Another Arkanoid clone only marginally less interesting than Arcadia.
Mr Brick - See review elsewhere.
Mr Wobbly Leg versus the Invaders from Space - Space Invaders for the '90s... the 1890s, that is.

THE ASSASSINS DISK 26

Super Pacman - Attractive but not-very-playable Pacman 'tribute' (reviewed in the August issue of The One).
Smash TV - Brilliant rip-off of the classic blaster marred by incredibly low difficulty quotient (reviewed in the May issue of The One).
Ashido - A puzzle/boardgame, decent but drab.
Bally 3 - A primitive-looking but playable version of Zolyx.
Peg - Basically Towers of Hanoi. 'Nuff said.
System 4 - See review elsewhere.

THE ASSASSINS DISK 27

Twelve card games (Pyramid, Golf, Corners, Castle, Klondike, Calculation, Canfield, Video Poker, King Albert, Demon, Montana, Black Jack) - Well, it all depends on how much you like card games really...

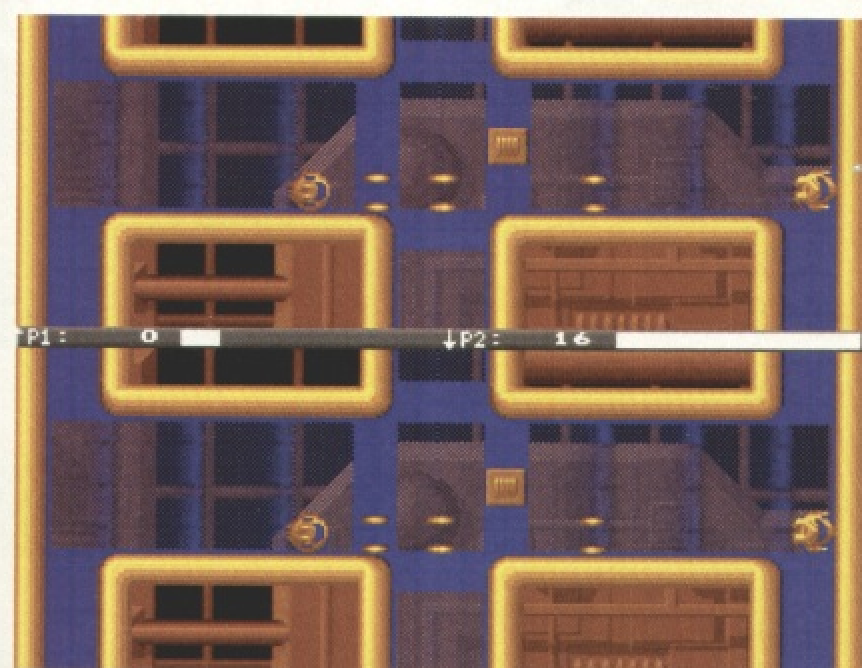
QUICK MONEY

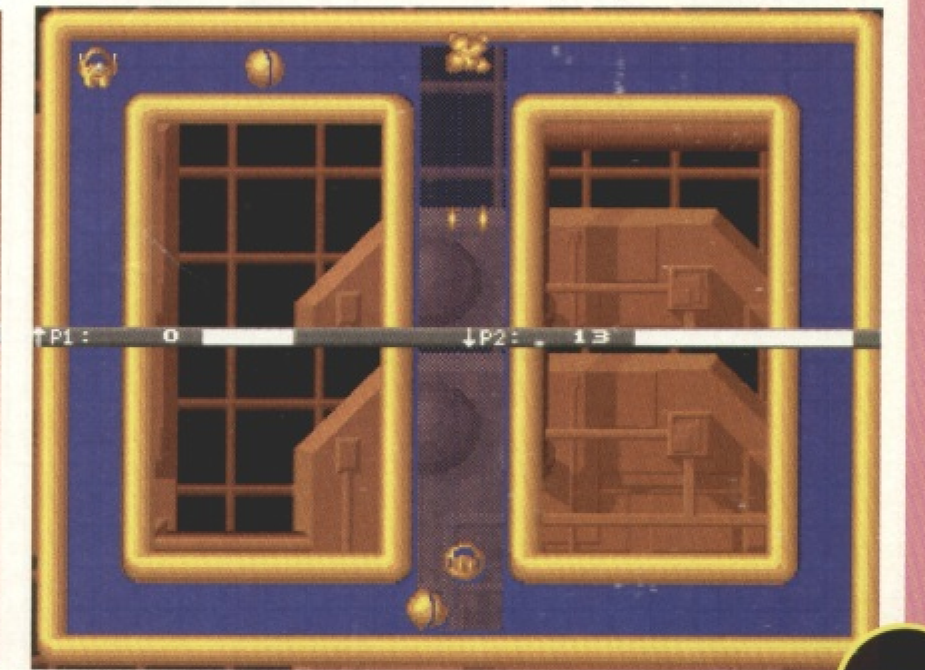
Public Domain (512K). Assassins Disk 23.

No-so-far into the future, a new sport has been devised to keep the increasingly blood-thirsty TV viewing masses from channel hopping. It's hard. It's fast. It's deadly. It's Quick Money. In vast maze-like arenas, competitors compete one-on-one for the ultimate prize - survival... and a huge cash prize!

Quick Money is a game for two players. The aim? Hunt down the other player and kill 'em. Things are made more complex by the random appearance of semi-intelligent drones which mill about the metallic alleyways. And that's it, really. Brilliantly simple, simply brilliant.

The most appealing things about Quick Money is its slickness; the game screen is split horizontally down the middle, so that each player has a window on the action centred around their own ship. The speedy vertical scroll is as smooth as silk, and there's even some sexy parallax. All the aliens zip about nicely and the player's control over his ship is superb. On the downside





there's just one maze layout so it all becomes dull a lot quicker than it ought to. A one-player option and some really aggressive computer drones wouldn't have been a bad idea, either. As it stands Quick Money is a good game that could've been great if only the authors had spent a bit more time on it.



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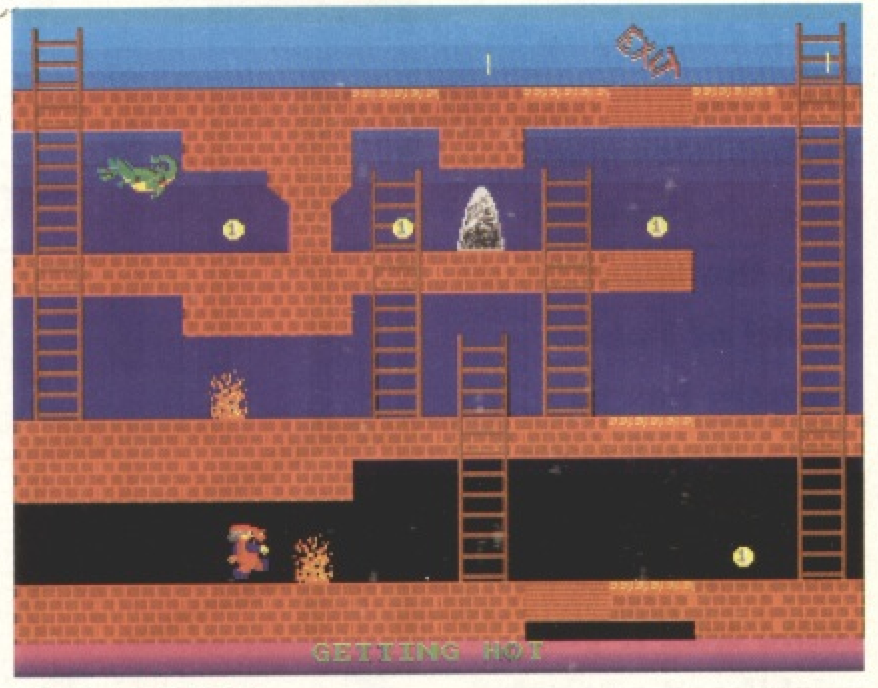
BIPLANES 2

Public Domain (512K). Assassins Disk 23.

On the title screen of Biplanes 2 the author reveals that the game was inspired by an old Intellivision cart. For those of you who don't remember, the Intellivision (along with the Atari VCS and the ColecoVision) was one of the primitive consoles that started the whole home computer entertainment biz way back at the dawn of the 80s. It's good to see that some of the young whippersnappers programming today still have respect for their roots.

Anyway, Biplanes 2 (subtitled The Salmon-Pink Max) is a single-screen, side-viewed air combat game. The aim is simply to fly your little prop plane around the screen and get the other guy before he gets you. The big deal here is whereas the first Biplanes game was a two-player head-to-header only, this game has been radically improved by the addition of a player-versus-computer option. It's a prime example of quality Public Domain - bright, colourful, refreshingly shallow, immensely playable and great fun. You wouldn't pay £25.99 for it but, then again, you're not being asked to. Well worth making a part of your PD collection.





MR BRICK

Public Domain (512K). Assassins Disk 25.

What a tragic little affair. If Miner Willy saw this he'd turn in his grave. It's only when you see a shoddy travesty of a platform game like this that you realise how good things like The Addams Family and Fire & Ice really are.

The aim is to guide the Mario-ish Mr Brick around the platforms and ladders, over the water pits and deadly piles of gravel (!), in a quest to recover all the magic coins before heading for the level exit. Sounds okay, you're thinking.

But you haven't seen Mr Brick in action. If you looked up "Unplayable" in the dictionary it'd say "See under 'Mr Brick'". Our 'hero' shuffles around like a constipated snail, only coming to life when he performs his strangely spasmodic and totally uncontrollable jumps. Like many poorly-programmed stars he has a tendency to drown even though he's half-standing on dry land and jump twice in a row without warning, usually straight into a deadly trap.

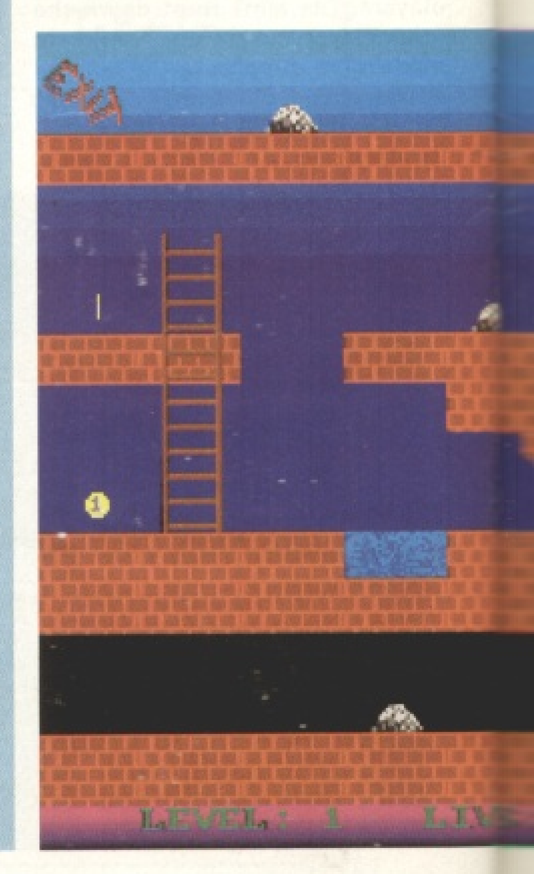
Don't get me wrong - I'm not trying to be vicious for the sake of it and I know that the game costs you nothing and that the programmer wrote it for the love it but... it's crap!

ASSASSINS OFFER!

Without wishing to turn the PD Zone into an extended advert for Fortiss PD, we do have to say that've they've got some cracking Assassins disk offers on the go.

A few months ago we mentioned that Fortiss we're offering The Assassins Disks 1-22 for a mind-blowingly low £19.99 (inc. P&P). To complement this, they're now offering Disks 23-27 PLUS a catalogue disk PLUS a free disk voucher for just £6.99 (inc. P&P)! Value or what?

To order, write your name and address on a piece of paper and state whether you want the 'Assassins Game Pack' or the 'Assassins Update Pack'. Write out a cheque or postal order made payable to Fortiss PD for the required amount and send it all to: Fortiss PD, P.O. Box 2, Earl Shilton, Leicester LE9 8LU. Alternatively you can order with an Access, Visa or JCB credit card by phoning (0455) 850984.







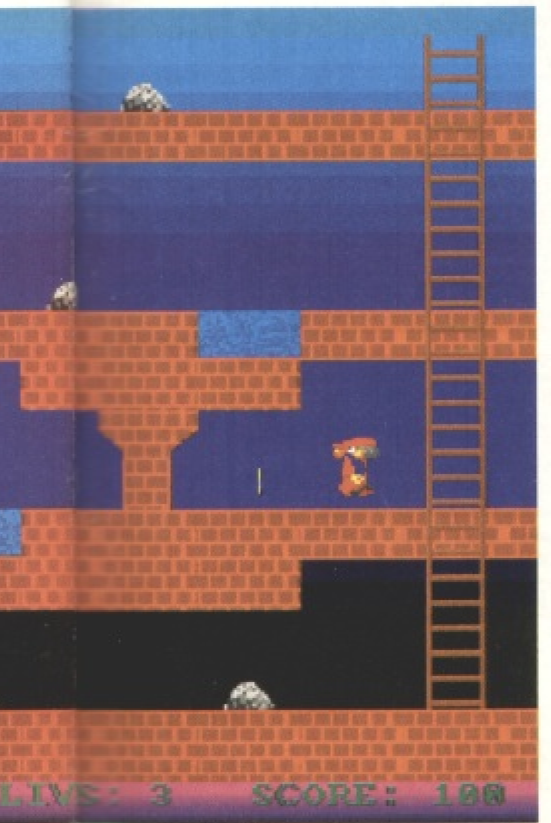


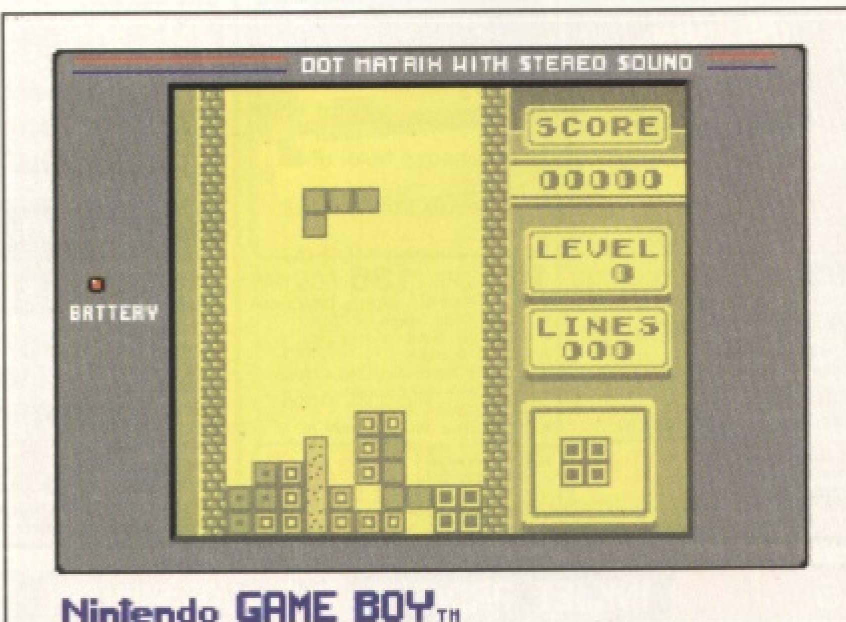
SYSTEM 4

Public Domain (1Mb; not A500+/A600 compatible). Assassins Disk 26.

System 4 is a cutesy action game, with obvious strong influences from the old arcade classic Qbert. The player has to guide a cute green blob around a series of tiled landscapes. Every tile the blob touches gets painted in. Paint 'em all and - you must be reading my mind! - you get to the next level. To spice the pot up a bit there are various bad guys to avoid and power-ups to collect - the usual, in other words.

Being one these isometric pseudo-3D jobbies, the diagonal control takes a bit of getting used to but after that it's a right hoot. After Mr Brick, System 4 has restored my faith in humanity. More please.





BATTLECARS 2 ALERT!

A couple of months ago you may remember that we reviewed Battlecars 2 from Fortiss PD. Gary Daines at Fortiss asked us to print the following:

Fortiss PD would like to apologise to their customers, David Jameson and the Central Licenceware Register for the review of the game Battlecars 2 which appeared in The One. Apparently this was a development copy of a licenceware game called 'Motor Duel' which is available from any Central Licenceware Register distributor and has therefore been withdrawn from our library.

THE ULTIMATE GAMEBOY SIMULATOR

Public Domain? (512K). Produced by Symbiosis.

This disk just turned up out of the blue, with nothing to indicate who sent it. And, on reflection, that's not so surprising because I suspect that if Mr Nintendo ever found out who produced this little baby he'd be down on 'em like a ton of bricks.

You see, it's a simulation of a Nintendo Gameboy running Tetris. Boot it up and a superb imitation of the Gameboy's white casing and yellowish LCD screen pops up. The Nintendo logo appears with a ping (just like the real thing!) and then the Tetris title screen appears (just like the real thing!!) and then the game starts and IT'S JUST LIKE THE REAL THING!!!!!. Even the sound effects are spot on, right down to the wibbly noise when you get a Tetris.



Considered purely as a simulation it's not quite perfect. There's are none of the original's option screens so you always have to start on Skill Level 0, all the catchy tunes are missing and (perhaps understandably) there are no head-to-head link-up possibilities. However, for all its monochromatic limitations this is by far the most playable version of Tetris to have yet appeared on Amiga. A pretty damning indictment of the 'official' versions, don't you think?

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RRP £199
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£115
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The Citizen 120D printer comes supplied with a parallel interface as standard. If you require a serial interface instead, please state ref: PRI 2125 when placing your order with Silica.

9 PIN PRINTERS



300 CPS — 80 COLUMN

- *Citizen Prodot 9 - 9 pin - 80 column*
- *300cps Draft, 60cps NLQ*
- *8K Printer Buffer + 3 Fonts*
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- *Graphics Resolution: 240 x 240dpi*
- *Epson and IBM Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP £189
COLOUR KIT £41
SILICA STARTER KIT £25
TOTAL VALUE: £255
SAVING: £66
SILICA PRICE: £189

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+VAT= £222.08 ref: PRI 2319



192 CPS — 80 COLUMN

- *Citizen Swift 9 - 9 pin - 80 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240 x 240dpi*
- *Epson and IBM Emulation*
- *Colour Option available*
- *FREE Silica Printer Starter Kit*

RRP £239
SILICA STARTER KIT £25
TOTAL VALUE: £264
SAVING: £75
SILICA PRICE: £189

£189
+VAT= £222.08 ref: PRI 2209



192 CPS — 136 COLUMN

- *Citizen Swift 9x - 9 pin - 136 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240 x 240dpi*
- *Epson and IBM Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP £329
SILICA STARTER KIT £25
TOTAL VALUE: £354
SAVING: £105
SILICA PRICE: £249

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+VAT= £292.58 ref: PRI 2309

24 PIN PRINTER



PRINTER + SOFTWARE + COLOUR

- *Citizen Swift 24e - 24 pin - 80 column*
- *216cps Draft, 72cps LQ*
- *8K Printer Buffer + 6 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360 x 360dpi*
- *Epson, IBM & NEC P6 Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*
- *FREE Lotus AMI 1.2 Word Processor and DTP package*
- *FREE Adobe Type Manager V1.15*

RRP £369
COLOUR KIT £38
SILICA STARTER KIT £25
LOTUS AMI 1.2 WP/DTP PACKAGE ... £95
ADOBE TYPE MANAGER V1.15 (Fonts) £79
TOTAL VALUE: £606
SAVING: £337
SILICA PRICE: £269

£269
+VAT= £316.08 ref: PRI 2544

24 PIN PRINTERS





192 CPS — 80 COLUMN

- *Citizen 224 - 24 pin - 80 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360 x 360dpi*
- *Epson and IBM Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP £269
SILICA STARTER KIT £25
TOTAL VALUE: £294
SAVING: £95
SILICA PRICE: £199

£199
+VAT= £233.83 ref: PRI 2484



192 CPS — 136 COLUMN

- *Citizen Swift 24x - 24 pin - 136 column*
- *192cps Draft, 64cps NLQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360 x 360dpi*
- *Epson, IBM and NEC P6 Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP £489
SILICA STARTER KIT £25
TOTAL VALUE: £514
SAVING: £165
SILICA PRICE: £349

£349
+VAT= £410.08 ref: PRI 2574

INKJET PRINTER



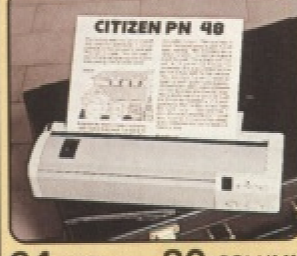
360 CPS — 80 COLUMN

- *Citizen Projet - inkjet - 80 column*
- *360cps Draft, 120cps NLQ*
- *50 Nozzle Head - Whisper Quiet 47dB(A)*
- *8K Printer Buffer + 3 Fonts*
- *Optional HP Compatible Font cards*
- *Parallel Interface*
- *Graphics Resolution: 300x300dpi*
- *HP Deskjet plus emulation*

RRP £496
TOTAL VALUE: £496
SAVING: £137
SILICA PRICE: £359

£359
+VAT= £421.83 ref: PRI 2090

NOTEBOOK PRINTER



64 CPS — 80 COLUMN

- *Citizen PN48 Notebook Printer*
- *Non-impact Printing on Plain Paper*
- *53cps LQ - 4K Buffer + 2 Fonts*
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- *Parallel Interface*
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- *Epson, IBM, NEC P6 & Citizen Emulation*
- *Powered From Mains, Battery or Car Adaptor*
- *FREE Silica Printer Starter Kit*

RRP £325
SILICA STARTER KIT £25
TOTAL VALUE: £350
SAVING: £101
SILICA PRICE: £249

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+VAT= £292.58 ref: PRI 2100

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WORTH £25 +VAT



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This starter kit will help you to get you up and running with your new dot matrix or notebook printer when you buy it from Silica Systems.

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- *100 Continuous Address Labels*
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PRA 1228 124D/224/Swift 9/24 £42.08

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32K MEMORY EXPN
PRA 1753 124D/224/Swift 24 .. £11.10

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PRA 1242 124D/224/Swift 9/24 £24.83
PRA 1274 Swift 9X/24X £38.88

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PRA 1236 224/Swift 9/24/24e .. £35.25
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PRA 1148 PN48 Battery £51.70
PRA 1155 PN48 Cable Extn ...... [illegible]
PRA 1162 PN48 Car Adaptor ..... [illegible]

All accessories prices include VAT and free delivery

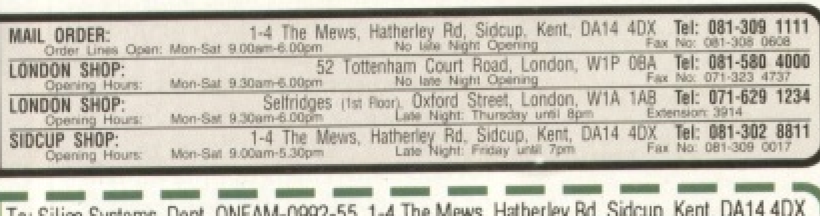
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To: Silica Systems, Dept ONEAM-0992-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A CITIZEN COLOUR CATALOGUE

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Address: ....

.... Postcode ....

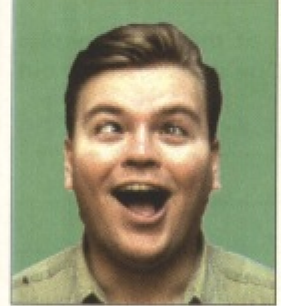
Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

Which computer(s), if any, do you own? 55E

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

OH DEAR!(again)



Take a good look at this man. This is David Upchurch, your new editor. Worrying, isn't it?

Just think, this idiot has complete control over The One, its contents and its look.

We need help. Yours.

We need to know all about you and your Amiga, what you like and dislike about The One and what you'd like to see The One doing in the future.

We know this takes time and effort so we're offering a rather attractive incentive. On the 21st September there will be Grand Draw at The One's office. The FIRST TEN questionnaires picked out of the tombola will EACH RECEIVE A BUMPER BUNDLE OF BIG-NAME SOFTWARE WORTH £200.

Good, eh?

Now all you've got to do is fill this damn thing in...

PART ONE - GETTING TO KNOW YOU...

1. What is your name and address?

Name:...

Address:..

....

2. Which sex are you?

Male ☐ Female ☐

3. How old are you?

....

4. What do you do for a living?

☐ At school
☐ In further education
☐ University/Poly
☐ Full-time employment
☐ Part-time employment
☐ Unemployed

5. Which of the following techno-gadgets do you own or have access to?

☐ CD player
☐ CD-I unit
☐ Video camera
☐ Video recorder

PART TWO - YOU AND YOUR AMIGA...

6. Which breed of Amiga do you own?

☐ A500 ☐ A500 Plus
☐ A600 ☐ A600HD
☐ A1500 ☐ A2000
☐ A3000 ☐ Amiga CDTV

7. Which of the following Amiga peripherals do you own or intend to buy in the next six months?

Own / Intend to buy

☐ ☐ 1Mb RAM expansion
☐ ☐ Second disk drive
☐ ☐ CD-ROM drive
☐ ☐ Hard drive
☐ ☐ Printer
☐ ☐ Monitor
☐ ☐ Action Replay

8. How much time per week do you spend on your Amiga?

☐ Less than 2 hours
☐ 2-4 hours
☐ 5-10 hours
☐ More than 10 hours

9. How do you spend the majority of the time on your Amiga?

☐ Playing games
☐ Programming
☐ Graphics applications
☐ Sound applications
☐ Business applications
☐ Education

10. What do you think of the following game genres (1=hate; 10=love):

☐ Adventures ☐ Arcade adventures
☐ Beat-'em-ups ☐ Platform games
☐ Puzzle games ☐ RPGs
☐ Shoot-'em-ups ☐ Simulations
☐ Sports simulations ☐ Strategy games

11. When you buy a game, which of the following strongly influence your purchasing decision?

☐ Magazine reviews ☐ Advertising
☐ Friend's recommendation
☐ Display in a shop

12. How much do you spend on games software every month?

☐ Under £20
☐ £20 to £30
☐ £30 to £40
☐ £40 to £60
☐ Over £60

13. Where do you normally buy your software from?

☐ High-street chainstore
☐ Independent retailer
☐ Mail order

14. Which, if any, of the following computers/consoles do you own?

☐ Atari ST ☐ IBM PC
☐ Sega Master System ☐ Sega Game Gear
☐ Sega Megadrive ☐ NES
☐ Nintendo Gameboy ☐ Super NES

15. Which, if any, of the following magazines do you read?

☐ Amiga Action ☐ Amiga Computing
☐ Amiga Format ☐ Amiga Mania
☐ Amiga Power ☐ Amiga Shopper
☐ Amiga User International
☐ Amiga World ☐ CU Amiga
☐ CVG ☐ Zero

Other

....

PART THREE - YOU AND THE ONE...

16. How often do you buy The One?

☐ Every issue
☐ Often
☐ Rarely

17. How easy is it to obtain The One in your area?

☐ Easy
☐ Okay
☐ Difficult

18. Apart from yourself, how many people will look at this copy of The One?

☐ 1
☐ 2
☐ 3
☐ 4
☐ 5-8 ☐ 9-13
☐ 13-20 ☐ 21 or more



QUESTIONS 2

19. Generally speaking, what do you think of The One's coverdisks?

☐ Very good ☐ Good
☐ Okay ☐ Poor ☐ Rubbish

20. How much influence do the coverdisks have on your decision to buy The One?

☐ Lots ☐ Some ☐ None

21. Please rate the following 'specials' that have appeared on The One's disks (1= rubbish; 10=excellent):

☐ Bullfrog Interactive WIP
☐ EPIC Mission Disk
☐ Flashback Preview

22. What is your opinion on the composition of demos and Public Domain games on The One's disks?

• GAME DEMOS
☐ Not enough ☐ Okay ☐ Too much

• PUBLIC DOMAIN GAMES
☐ Not enough ☐ Okay ☐ Too much

23. Is there anything else you'd like to see on the disks?

....

....

24. Please rate the contents of this issue of The One (1=rubbish; 10=excellent):

☐ Cover
☐ Boot Sector
☐ News
☐ Letters
☐ Work In Progresses
☐ The Games Challenge
☐ Reviews ☐ Kill Zone
☐ Cheapos! ☐ Diary of a Game
☐ PD Zone ☐ Previews
☐ Games Index

25. If there's any aspect of the magazine that you particularly dislike please explain what it is and how you would like to see it improved:

....

....

....

26. What do you think about the semi-technical hardware features that The One has presented (i.e. Amiga From Hell, A570: The Machine Behind The Myth, Eh? 600?)

☐ Excellent ☐ Good
☐ Okay ☐ Poor
☐ Rubbish

27. What do you think about the way the magazine is split up?

• NEWS
☐ Not enough ☐ Okay ☐ Too much

• WORK IN PROGRESSES
☐ Not enough ☐ Okay ☐ Too much

• REVIEWS
☐ Not enough ☐ Okay ☐ Too much

• KILL ZONE
☐ Not enough ☐ Okay ☐ Too much

• CHEAPOS!
☐ Not enough ☐ Okay ☐ Too much

• PD ZONE
☐ Not enough ☐ Okay ☐ Too much

• PREVIEWS
☐ Not enough ☐ Okay ☐ Too much

• COMPETITIONS
☐ Not enough ☐ Okay ☐ Too much

28. Are there any aspects of the Amiga games scene that you feel The One doesn't cover but should?

....

....

....

....

....

29. Are there any free gifts that you would like The One to give away on its cover?

....

....

....

....

30. We're looking for people to take part in an occasional Readers' Panel, where a group of readers will be invited to The One's office to meet the team and chat about what the magazine is doing and what it should be doing. Would you be interested in taking part?

☐ Yes ☐ No

31. Now you get your chance to really let rip. Are there any ways that you think The One could be improved? (Write your comments on a spare piece of paper if this space is insufficient.)

....

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Thank you for your time! Now, pop this in an envelope and send it to:
QUESTIONS 2,
The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ADVERTISERS INDEX

Previews

First of all, sorry about last month's little 'faux pas' with the Campaign preview being printed twice. As you've probably guessed, the text on the first page should have been Guy Spy but... Well, you know what it's like. It wasn't our fault, honest. But anyway, we've decided to make it up to you by giving you six of the most nut-crackingly good previews you'll see this side of Christmas. These are the previews with nowt taken out. And no fat or gristle, guaranteed. And what's more (Go home and lie down - Ed.)

LEGACY OF SORACEN
HERO QUEST 2 (Gremlin)

Who would have thought that a simple board game conversion would be so popular? Well, Gremlin obviously did - and that confidence was rewarded when their adaptation of M.B. Games' Hero Quest stormed to the top of the charts last year. The success was repeated earlier this year with the pseudo follow-up Space Crusade, and now the Sheffield software maestros will be looking to make it hat trick with this return to the sword-n'-sorcery world of Hero Quest.

Actually, despite the game's subtitle, Gremlin is stressing the point that, strictly speaking, this isn't really a Hero Quest sequel. This one has been designed by the programmers themselves, rather than being converted from an existing board game - the only similarity is the Hero Quest game engine, which Gremlin hopes will form the basis not just for Legacy of Soracen but for a whole series of isometric-3D RPGs to come over the next couple of years.

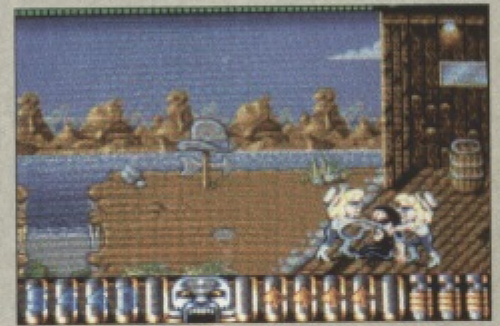


That engine, as you might expect, has been considerably revamped for this new outing, which will see the player leading his adventurous party (selected from eight standard RPG types) through a number of scenarios (there should be around a dozen of them) created by an ex-Games Workshop RPG designer.

The lack of any constrictions imposed by board game conversion has allowed Soracen's programmers to be much more ambitious in their approach to the game. Not only have the graphics been given a noticeable facelift, but the gameplay and control systems have been radically rethought too, hopefully producing a system that's as flexible as advanced role-players need it to be, but simple enough for first-time players to get their heads round. That sounds like just the sort of thing the genre could do with to us. Come November, we'll see if the finished product lives up to the team's bold claims.



MOTORHEAD
(Virgin)



"I went to a Motorhead concert once," Alexei Sayle is quoted as saying. "Someone shouted out 'sexist crap' and they thought it was a request." Yes, quite. Hard-drinking, head-banging, no-holds-barred heavy metal band Motorhead would, you might think, be the last licence you'd ever see turning up on your nice clean Amiga - but you can always trust the people who brought us Viz (oh dear) to come up with the last thing that anybody'd expect.

In Motorhead the game, the player takes on the role of Lemmy out of Motorhead, whose mission is to re-assemble the other members of the band so that they can play a gig at the end of the game. There's one waiting at the end of each scrolling beat-'em-up level - but getting to them won't be easy. Each stage is based on a different musical style, including Nashville, Rave and Karaoke (!), with baddies tailored to suit the theme. So in the Rave level, for instance, you have spaced-out dancers floating up to you and trying to bite you.

Fortunately you can fight back by picking up bottles of whisky and cans of lager, which bestow you with super bad breath (yes, this is all true, honest) as well as a special smart bomb in the form of a gorgeous dolly bird who comes on and stuns all the baddies into submission. We kid you not...

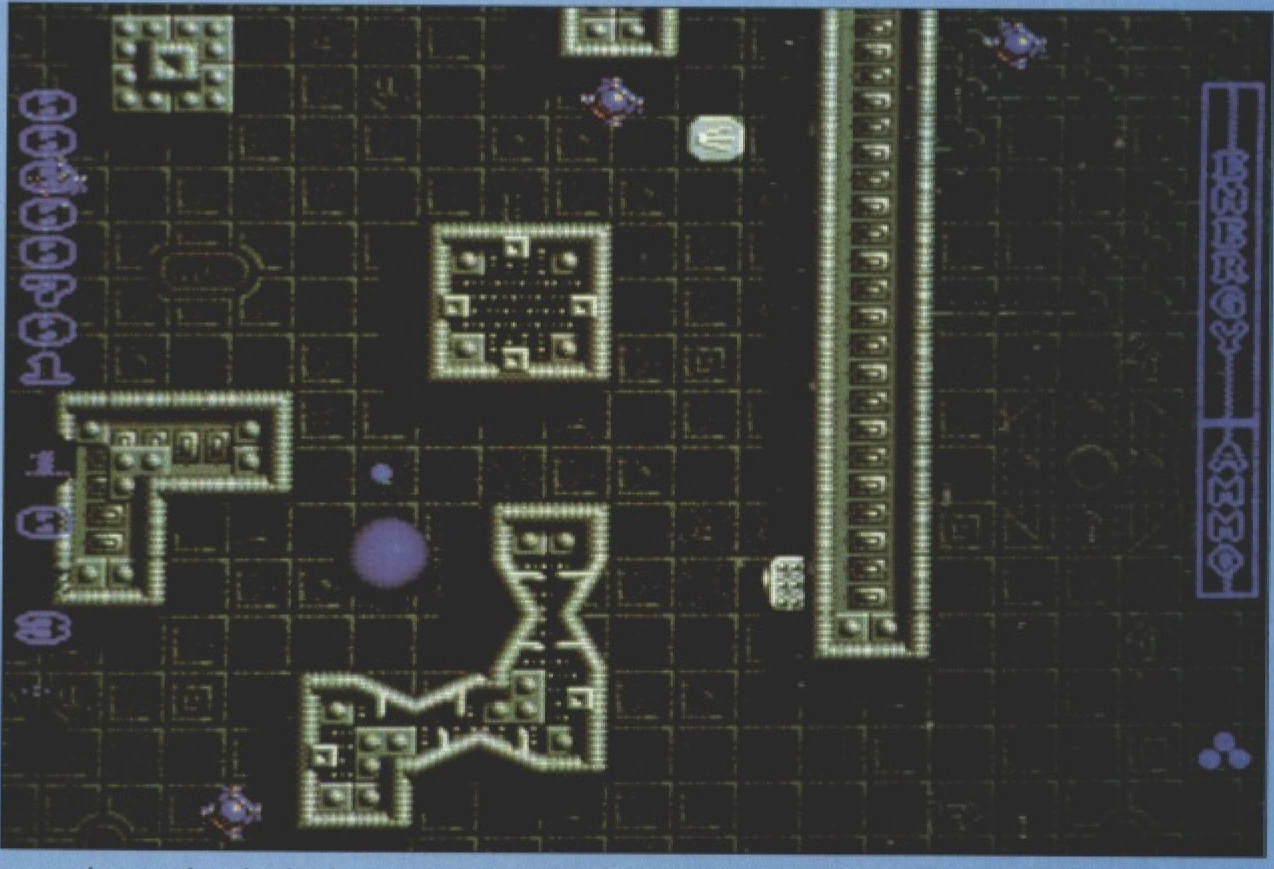


There's also a selection of bizarre bonus levels, including a 'smash the hotel bedroom' scene without which no rock-n'-roll game would be complete, but it's unlikely that the game will feature any of Motorhead's marvellous melodies. To make up for it, negotiations are underway to bundle a 'greatest hits' cassette with the game, which should make for a pretty smart package. Oh, and the name's not yet set in stone either. One possible alternative title that's been put forward by Virgin is... Wait for it... Lemmyings. We can hardly wait for November to roll around...





CYTRON
(Psygnosis)



Remember Andrew Braybrook's Paradroid 90? That's the game where the player controls a small robot battling lots of bigger, tougher robots after they attack a group of innocent humans. Well, in Psygnosis' latest, Cytron, the player controls a small robot battling lots of bigger, tougher robots after they attack a group of innocent humans. Talk about things that make you go "Hmmm..."

Of course, it could be that any similarity between this game and Graftgold's classic is purely coincidental, and being the benevolent souls that we are, we're always willing to give the benefit of the doubt. The storyline goes that a gang of evil mechanoids have attacked and taken over an underground scientific complex for the purpose of stealing its priceless materials. Sent in to deal with the bad guys and rescue the scientists is you, a state-of-the-art Cytron robot capable of splitting into two independent halves. This neat twist allows for a 'unique' dual control method whereby the player takes charge of both sections of the Cytron as they perform separate tasks.

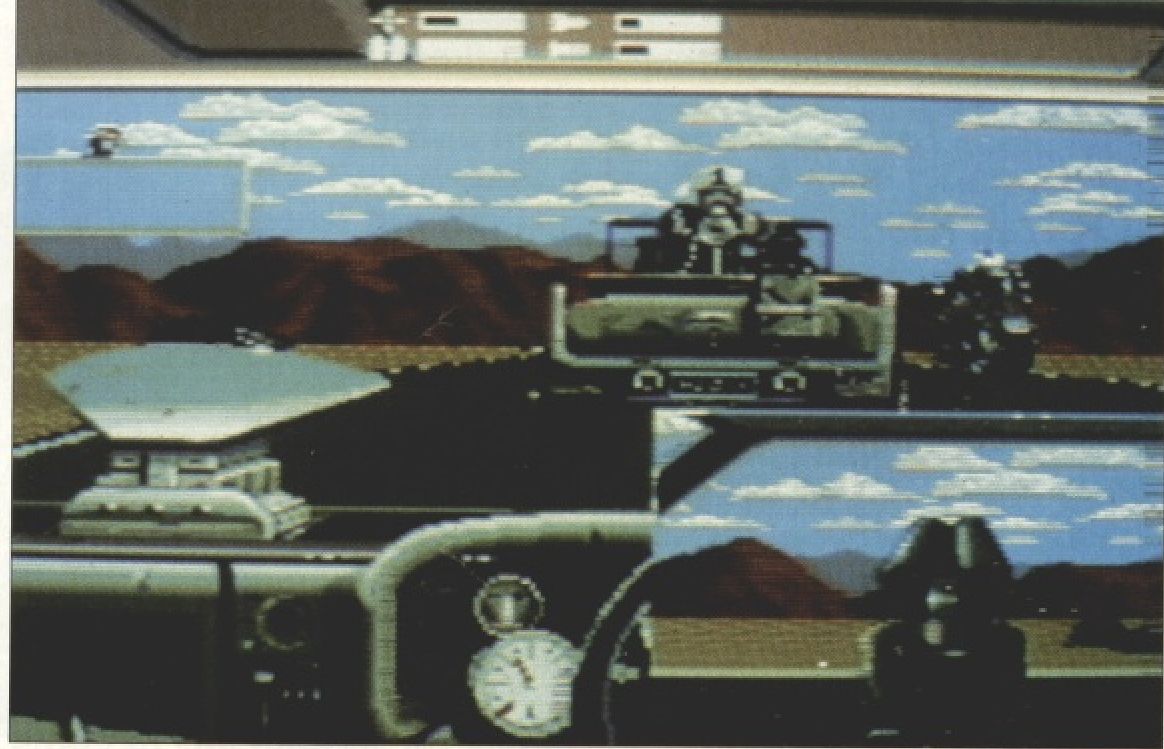
Presented from a plan-view perspective (hold on, isn't that a bit like...), Cytron is supposedly another of those thinking man's shoot-'em-ups. Apart from the 'split personality' element, the game features a wide range of bolt-on weaponry, an interactive environment (you know, with switches and pressure pads and things) and console-style bonus tokens that do snazzy things like grant invincibility, freeze enemy robots and home in on the hostage scientists.

"Cytron beats the opposition... by half," blurts the emphatic press bumph. Well, if it's half as good as the game it seems to bear some striking similarities to, it should be a corker. Priced at £25.99, the game's out in October and with any luck will be reviewed next month.

OUTLANDER
(Mindscape)

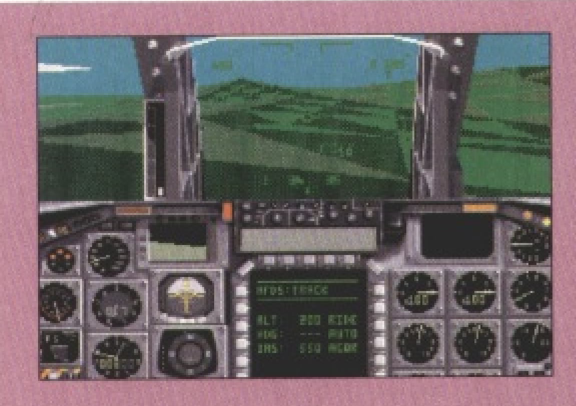
We can't help but get a feeling of deja vu every time some software chap trots out yet another post-Apocalyptic game scenario. "Society has been obliterated... small pockets of civilisation remain... you are the last hope for humanity..." Zzzzzz. It's not just that it's boring, it's that it's so depressing. Outlander's as guilty as the rest of this, but at least it's got a better excuse than most, as it's a hybrid product of Mindscape's Mad Max licence, which the company's had for ages but has yet to bear fruit.

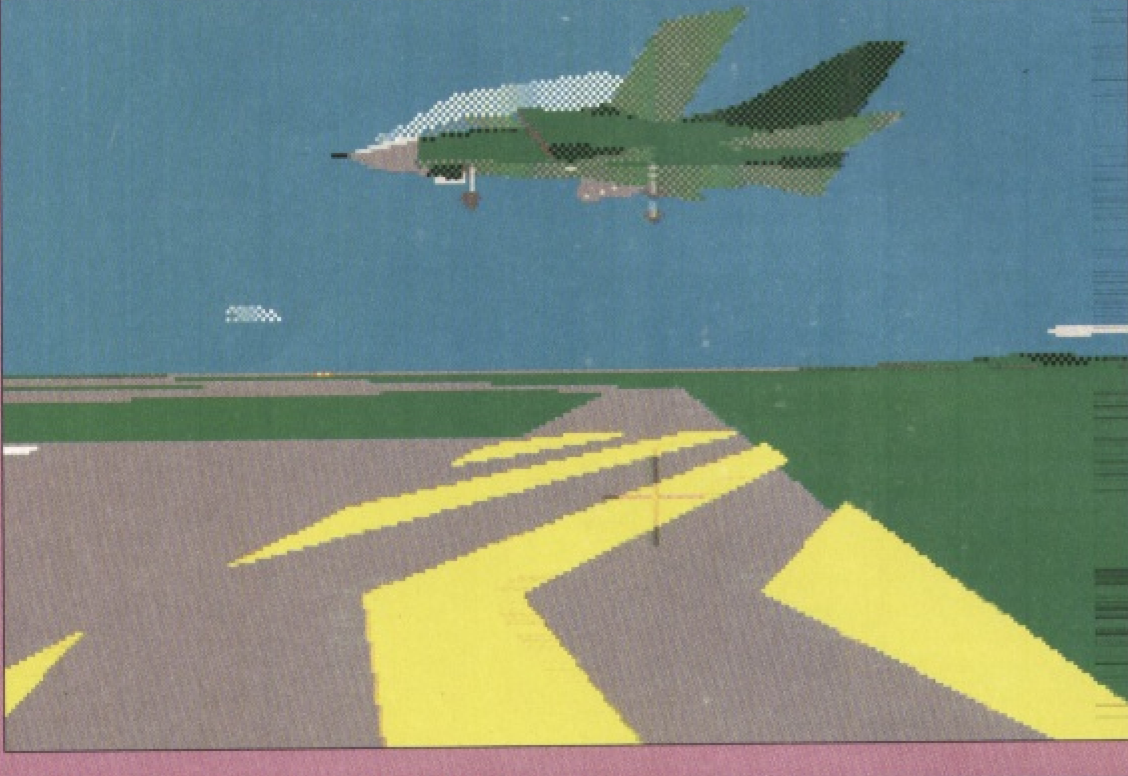
One quick look at the game synopsis and it's not difficult to see why Outlander was originally called Road Warrior (the name that Mad Max goes by in the States). It's an action game split into two distinct sections - a first-person 3D driving game and a sideways-scrolling beat-'em-up. Between them, the two elements feature enough violence and destruction to keep the most psychotic headbanger happy, as the player (a government mercenary) ventures into the 'Outland' (a giant penal colony harbouring the world's most dangerous criminals after a biological disaster wipes out half the planet's population) to rescue a kidnapped scientist.





In true Mad Max style, the player gets to have point-blank battles with other cars while racing along the sun-scorched desert highways, and on foot kick seven shades out of the prison's criminals in the interspersed scrolling levels. It sounds like a cross between Max and Escape from New York to us, which of course is no bad thing. Our appetite has certainly been whet - look out for the finished game in November.



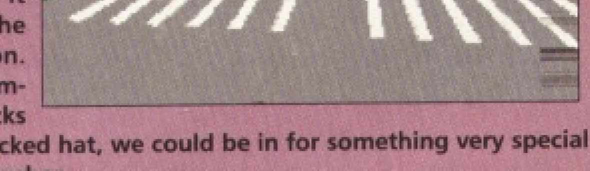


TORNADO
(Digital Integration)

The flight simulation is one of those genres where, no matter how many games there are, there always seems to be room for just one more. At least it'll always be that way so long as companies like airborne stalwarts Digital Integration are around. The company that effectively gave birth to the genre in the early 80s with Fighter Pilot on the Spectrum are still trying to push that envelope, this time with a simulation of the British multi-role aircraft that did so well kicking Iraqi ass in the Gulf war.

As you might expect from D.I., Tornado's not the sort of game you pick up and learn to fly in five minutes flat. As ever, the emphasis has been placed on technical accuracy and, above all, detail. At its highest level, the game's variable landscape detail is reputedly the most "visually dense" yet seen, including realistic fields, waterways, roads and rail lines, forests, lakes and (we think for the first time, but correct us if we're wrong) layered clouds. The aircraft itself has been recreated with the help of real Tornado aircrew, and comes with two cockpit views - the front seat for the pilot, and the rear for the navigations/weapons man.

The game is mission-based, taking a pilot through a combat career that begins with spending flight time in a simulated simulator (should be interesting), through training and then a 'live' campaign comprising twenty missions that range from seek-and-destroy bombing runs to fighter/troop escorts and dogfighting with enemy planes and helicopters.

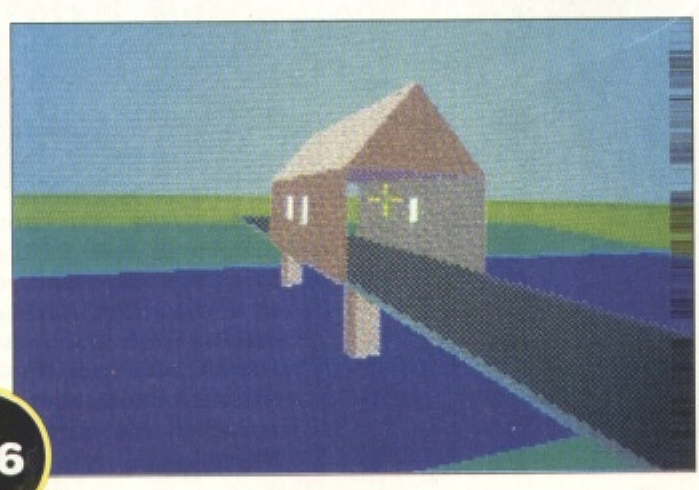


When D.I.'s F-16 Combat Pilot was released a couple of years ago, it was acclaimed as the best thing since Falcon. With the company claiming that this baby knocks its last effort into a cocked hat, we could be in for something very special come the end of September.

3D CONSTRUCTION KIT 2
(Domark)

Well alright, the game's up. 3D Construction Kit 2 isn't exactly a game, but since you make your own with it and the first one was such a big success amongst the gaming public, we think it's only fair that this should get some airtime, even if strictly-speaking it's an application program.

Of course, no-one's really going to be fooled by Domark's claim that with 3DK2 you can 'create your own Virtual Reality', but you can knock up some very jolly 3D adventure games using the Freescape techniques pioneered by Incentive for games like Castle Master. What users will be getting is pretty much more of the same, but with a host of interesting new features, including a Clip Art disk filled with hundreds of ready-made 3D objects, a sound effects editor, where SFX can be created and fiddled with, and a computerised video recorder that allows you to record and playback your 3D worlds.





Talking of videos, the product once again comes packaged with a video cassette that provides new users with a guided tour of the program's features, along with top world-creating hints. It's not exactly our cup of tea, but judging by the popularity of the first one, there are plenty of punters who will only be too eager to snap up this more enhanced version. Who knows? One of you grubby lot could be the next David Braben...



GAMES INDEX

We heard recently that Thompson the cat committed suicide after discovering to his dismay that our Games Index was an even more indispensable guide than his Local Directory. While this does, of course, sadden us greatly (he was such a cute thing, so full of life and vigour), we feel at the same time a strange sense of satisfaction and achievement. We've always known that our Games Index is far and away the most authoritative guide to Amiga software released over the last year, but it's always nice to have these little morsels of confirmation.

Of course, we couldn't possibly round up EVERY game released for your machine over the last twelve months - not without causing serious damage to the Brazilian rainforests every month - but what we CAN do is give you concise and informative low-downs on the vast majority, including all the big names, prominent releases and a few gems you might have missed. Not content with a smelly five-star rating, we give you full marks for Graphics, Sound, Playability, Lastability and Overall, as well as a summary comment AND, in case you yearn more information, the issue of The One in which you'll find the game reviewed and (if applicable) tipped. How long can we keep this up, you ask? The truth is we don't know, but we're going to have a lot of fun finding out!

THE COMPETITION

This thing gets more and more popular every month. It must be something to do with the recession, with so many people frantically scrabbling for a few free games. Maybe we should just cut the crap and bring back Sergeant Software. But anyway, here we are again, bringing you the opportunity to walk away with a large amount of top Amiga software, and all for just answering a few simple questions based on this month's Index. Off we go then...

(1) Which recent game is "simple and excellent" and has a "good variety of puzzles"?

(2) What is the highest-scoring game in the Index?

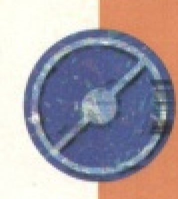
(3) How many games do Virgin have in the Index?

Get your answers on a postcard to us at: Games Index Compo 5, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 21st September 1992.



GAMES INDEX

GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
A320 AIRBUS	THALION	1MB	JAN 92	--	78	55	N/A	92	87	This is not a game. This is a flight simulator. Those of you who find the idea of a truly accurate simulation of flying an A320 Airbus will find it enjoyable. Those of you who don't, most certainly will not.
4D SPORTS BOXING	MINDSCAPE	1MB	JAN 92	--	77	82	88	85	84	Forget Final Blow; this is what you want. Apart from some less than perfect polygon fighters and the occasional loss of speed, 4D Sports is the best fight game on the market. No question.
4D SPORTS DRIVING	MINDSCAPE	1MB	MARCH 92	--	92	78	78	81	78	Mindscape's rival to Hard Driving is a bit of a game for Tefal-heads, completely full of car acceleration data and all that. Slow graphics are almost made up for with smart action replay feature and ker-razy computerised drivers to race against.
THE ADDAMS FAMILY	OCEAN	512K	JUNE 92	AUG-OCT 92	90	89	87	86	90	Help Gomez locate the missing members of his family by scouring the increasingly kooky spooky etc rooms in the Addams mansion. Excellent platform fare very much in the Mario/Sonic vein. Slick graphics. Loads of secret rooms
ALIEN BREED	TEAM 17	1MB	OCT 91	--	92	91	89	90	90	Demo-makers Team 17's first serious attempt at games writing and publishing comes together amazingly well. Creepy tunnels gradually become overrun with alien hordes, and it's your job to sort it out. Perhaps not that long lasting.
AGONY	PSYGNOSIS	512K	FEB 92	--	92	90	79	74	84	Straight back to the bad old days when Psygnosis games looked smart but had very little depth. This time the player must guide the Psygnosis owl, no less, through a number of stages of shoot-out action etc. etc. Nice power-up system, but that's it.
ANOTHER WORLD	US GOLD	512K	JAN 92	--	92	91	93	90	93	Now widely regarded as one of the more interesting developments in new software directions of the last year. Polygon-generated comic-book adventure with miles more interaction than Dragon's Lair and some extra-tasty visuals. A must.
APIDYA	PLAY BYTE	512K	MAY 92	--	74	85	84	80	79	While clearly not as polished as the likes of Project X, Apidya still offers more than enough blasting to keep anyone happy. The twist here is that all the action takes place in a garden full of malevolent insects. Quite creepy actually.
ASHES OF EMPIRE	MIRAGE	1MB	JUNE 92	--	74	85	84	80	80	Another epic from Mike Singleton. This time, it's your mission to sort out all of the problems of an alternative Eastern Europe by talking to characters with multiple choice menus. Lots of 3D & fractals. The usual stuff.
AQUA VENTURA	PSYGNOSIS	512K	AUG 92	--	72	65	77	60	75	A 3D shoot-'em-up viewed with an interesting 'chaser plane' player view. Not half as good as Simulcra, which it closely resembles, you'd think Psyggy could come up with something a bit better after four years in development Hell.
BARBARIAN II	PSYGNOSIS	512K	NOV 91	--	78	83	81	70	80	Guide your barbarian (hence the name) through not very many levels of rather repetitive hack and slash action. Largely unremarkable, except for the graphics, which are rather attractive.
BATTLE ISLE	UBI SOFT	512K	DEC 91	--	85	80	92	89	88	Smart chaps that Ubi Soft are, they realised that you don't need to be a sad Tefal head to get some fun out of strategy, so in this future-war sim, they've kept all the nonsense to a minimum and let you get on with the fighting. And with good results.
BIG RUN	STORM	512K	MARCH 92	--	67	83	67	64	65	My word. If you thought Big Run was a less than excellent game in the arcades, you should see this! Slightly worse than Outrun Europa. 3D sprites chugging through a terminally uninteresting desert (Paris to Dakar in fact). Not quite as bad as the SNES one.
BIRDS OF PREY	ELECTRONIC ARTS	1MB	DEC 91	--	91	87	85	90	88	Four years in development, but it still can't out do Microprose for sheer atmosphere. Multi-plane laughs and details galore, all mission driven, with stacks of weapons and all the rest, but it's not quite the megagame everyone was waiting for.
BLACK CRYPT	ELECTRONIC ARTS	1MB	MARCH 92	--	93	88	91	92	92	Yup, it's yet another Dungeon Master clone, but to be fair, it's better than most. Regular RPG hit-point business but with some above average monsters to conquer and an excellent user interface. Friendly and fun.
THE BLUES BROTHERS	TITUS	512K	DEC 91	DEC 91	89	90	92	91	91	Loved by the critics on its release - and with good reason! Super- characters of Jake and Elwood Blues must explore huge levels in the quest for bits of equipment needed to perform a "gig" in the local town. May sound rubbish, but it's not!
BONANZA BROS	US GOLD	512K	FEB 92	--	80	85	79	72	80	Strange visual style indeed, Bonanza Bros is all about robbery. Two fellows, Mobo and Robo have to raid increasingly heavily guarded buildings for treasure and goodies. Lots of door-slamming & stair climbing. Rather good actually.
BOSTON BOMB CLUB	SILMARILS	512K	NOV 91	--	80	75	84	82	83	Guide bombs down little wooden pathways and avoid being blown up. Very much like Logical, except with some scantily-clad ladies doing the scoring. Terrific. Pleasantly engaging but hardly a worldbeater.
BUG BOMBER	D.M.I.	512K	AUG 91	--	53	50	81	76	81	Fundamentally a Dynablaster clone, this 'improves' on the Ubi Soft game by adding advanced weapons and power ups. However, these only serve to clutter the addictive simplicity of the underlying gameplay. Cautiously recommended, all the same.
CALI. GAMES 2	US GOLD	1MB	AUG 92	--	70	74	68	60	68	An obvious PC port (just look at that colour scheme!), this does a total disservice to the memory of the original. It's patchy and disappointing - a tiny handful of the events are decent fun, the rest are dross.



GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
CATCH 'EM	D.M.I.	512K	AUG 92	--	48	50	20	40	25	Oh my goodness, what have we here? A good idea (jump around the platforms and catch the escaped zoo animals) is killed by shockingly low playability. You thought inescapable 'death loops' were a thing of the past? Think again...
CH. MANAGER	DOMARK	1MB	JULY 92	--	60	78	90	92	89	Absolutely marvelous management sim, and by far the better half of Domark's attempted double with European Football Champ. No interactive training, but flawless on every other score.
CISCO HEAT	IMAGE WORKS	512K	DEC 91	--	60	63	68	65	64	Rubbishy and thoroughly half-baked attempt to provide Outrun and Chase HQ action on the Streets of San Fancisco. Awful graphics and hilarious 'response' to driving commands. Steer (har-har) well clear.
CIVILIZATION	MICROPROSE	1MB	AUG 91	--	60	55	82	90	81	Sid Meier, the King of Strategy, is back with a game that sets the player the task of building their own 'Civilization', founding cities, developing weapons, discovering scientific theories, etc. Big, bold and brilliant, if a bit ugly.
CRAZY CARS 3	TITUS	512K	AUG 92	--	83	82	89	88	90	Whatever you do, don't be put off by this game's pedigree, 'cos it's is up there with Lotus 2 and Jaguar. Imagine Cannonball Run - race for money and outwit the cops - on the Amiga and ten times as much fun and you'll get some idea of what this game is like.
D/GENERATION	MINDSCAPE	512K	JULY 92	--	60	78	90	92	89	Certainly not one of the hottest looking games of the moment, but what a player! Guide your hero around a booby-trapped complex, rescuing scientists and avoiding the traps. Simple and excellent. Good variety of puzzles.
DELIVERANCE	21st CENTURY	512K	MAY 92	--	80	78	81	74	81	It looks like Gods, it playes like Gods, but it's better than Gods. Yes, this arcade romp, we feel, has even more enjoyable moments than the Bitmap Bros' finest. And it's not quite the rip-off of the original that it first appears. Well worth a look.
DEVIOUS DESIGNS	IMAGE WORKS	512K	JAN 92	--	89	85	88	80	87	Devious? They're not kidding. The aim is to fill in missing blocks by moving two little guys around the edge of the screen and shooting at the baddies. Too complex to begin to explain, but cute and pretty addictive.
DOUBLE DRAGON 3	STORM	512K	JAN 92	--	83	90	83	78	84	For the third time, the brothers Lee must work their way to the right hand edge of the screen while kicking people in. Not much of an aim in life but there you go. Two-player team-up fun is obviously the main attraction here, which works rather well.
DUNE	VIRGIN	1MB	JUNE 92	--	90	82	88	90	90	Excellent computer version of top sci-fi book'n'movie. You must sort our the dodgy spice-mining businesses on the desert planet Arrakis. Lovely graphics, super plot, but a bit of an advanced game which may be too much for beginners to deal with.
DYNABLASTER	UBISOFT	512K	MARCH 92	--	75	60	83	90	87	As a one player game it's pretty good. As a two player game it's even better. But with up to four players (thanks to a protection dongle thing) it's unbelievable! The aim is to clear screens of cute baddies with bombs - but not to blow up yourself. Better than it sounds.
EPIC	OCEAN	1MB	JAN 92	JULY 92	94	83	87	84	88	Masters of the polygon, Digital Image Design produce an original product (unless you're a Battlestar Galactica fan) with bags of style and more than a little high-scoring combat. Pretty sound game play, but the graphics steal the show.
ELVIRA 2	ACCOLADE	512K	APRIL 92	--	88	67	86	74	77	Anyone who has played the first Elvira game will be pretty much at home in this installment. It's a standard click-on-the-icons adventure with added spice added by the lovely Ms Elvira herself. Not much instant gratification, but long-lasting.
EURO FOOTBALL CH.	DOMARK	512K	JULY 92	70	70	68	69	68	69	Highly simplistic footy coin-op comes to the Amiga. Two evenly matched but hopelessly incapable teams slug it out. Okay in two player mode, pretty bad for one player. Pretty okay looking, but marred by oddities, suicidal goalies etc.
EYE OF THE BEHOLDER	US GOLD	512K	JUNE 91	--	92	89	93	85	92	Venture underneath the peaceful city of Waterdeep to discover what is causing the all-pervading feeling of lurking evil that has recently appeared. Excellent role playing adventure with top graphics
EYE O. T. BEHOLDER 2	US GOLD	1MB	MAY 92	JULY 92	94	78	89	90	87	Very much a case of the same again. Bigger and better than before, but still bearing some problems. There's no help option to get you out of tough spots, and not really much originality. But you pays your money and you takes your choc ice.
FACE OFF ICE HOCKEY	KRISALIS	512K	NOV 91	--	79	70	80	73	74	A less than successful attempt to capitalise on the appeal of Manchester United Europe. Trouble here is, you see, that it doesn't play half as violent as it needs to to overcome the fact that ice hockey just doesn't have the same mass appeal as footy.
FANTASTIC VOYAGE	CENTAUR SOFTWARE	1MB	JAN 92	--	92	93	90	90	91	A truly surprising and worthwhile licence. As pilot of a micro-sub, you are shot into the bloodstream of sick people and sent on a mission to clean up their unwell bodies. A novel twist on the shoot-em-up idea with more than a little thought involved.
FINAL FIGHT	US GOLD	1MB	OCT 91	--	81	82	80	79	80	They don't come much bigger than Final Fight. With its three-way play option and the rather coin-op-similar graphics, it's about as close to a coin op as you are going to get. The only problem we can see is that it slows down whenever the screen is busy.
FIRE & ICE	RENEGADE	512K	MAY 92	AUG & SEPT 92	91	88	90	92	92	An impressive outing from the boy Braybrook. This is his first all-Amiga game, and the tricks and twists he has employed to achieve some super-smart effects are just breathtaking. Superb arcade romp.



GAMES INDEX

GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
FIRST SAMURAI	IMAGE WORKS	512K	DEC 91	--	87	89	90	88	89	A thoroughly recommended arcade adventure slash-'em-up. Superb graphics, muchos variety and some kooky magic business all wrapped in a dreamy sugary coating of exploration and discovery. A tasty morsel indeed.
FLOOR 13	VIRGIN	1MB	JUNE 92	--	83	--	78	92	86	Gripping simulation of the murkiest and dirtiest government undercover work. Wire taps and smear campaigns, hit squads etc. All in the name of public security. Super-stylish and therefore not to everyone's tastes.
G-LOC	US GOLD	512K	JUNE 92	--	82	62	87	43	76	It certainly isn't going to keep you going for months, but G-LOC will make the hours hen you are playing it simply race by. Top blasting action, and probably one of US Gold's best coin op conversions ever. A nice chance from Line of Fire & ESWAT.
GLOBAL EFFECT	MILLENIUM	1MB	MAY 92	--	69	52	65	71	70	A sort of cross between Utopia and Sim Earth, Global effect has a green theme and a wargame element, but somehow just doesn't hold together as well as it might. Okay for an entrye to this style of game, but that's about it.
GOBLIIINS	DREAM FACTORY	512K	AUG 92	--	68	55	66	70	63	There are these three Goblins, right, and they've got to travel through a series of screens, solving puzzles as they go, to find a serum to cure their sick King. Unfortunately the puzzle solutions are illogical to the point of absurdity, making the game hugely frustrating to play.
THE GODFATHER	US GOLD	512K	FEB 92	--	88	76	79	82	80	US Gold deserve a fair amount of credit for producing a decent game from a very tricky licence, especially since they were allowed to use virtually no images or plot elements from any of the films. Super backdrops & realistic period theme.
GRAHAM TAYLOR	KRISALIS	1MB	JULY 92	--	82	76	89	89	89	Despite recent misfortunes, Mr Taylor has contrived to invovle himself in something of a success story, endorsing one of the finest management games around. Apart from anything else, the authenticity, with real-life date for stack os players, is most impressive.
GRAND PRIX	MICROPROSE	512K	NOV 91	JUNE 92	95	91	90	93	93	The best all-round racing game/sim ever. Amazing and speedy polygon-based 3D, superb attention to detail, authentic feel and immense playability. this just stomps on any racing sims that have gone before. Go and buy it.
HARLEQUIN	GREMLIN	512K	FEB 92	JUNE 92	91	90	89	92	90	Famicom owners have Mario and Megadrive owners have Sonic. Amiga owners have Robocod, and now Harlequin. Huge sprawling levels, weird and wonderful foes to bash and plenty of hidden things and surprises. Super. As seen on ACE front cover. Hooray!
HARPOON	ELECTRONIC ARTS	512K	MARCH 92	--	40	42	83	85	84	Anyone who owns one of the Harpoon games will know exactly what to expect. In fact, this add-on disk is perhaps a little too similar to what has gone before for many tastes. Accurate as hell, but still looks like a dog's dinner.
HEART OF CHINA	DYNAMIX	1MB	DEC 91	--	90	90	81	79	80	As is always with Sierra games, and in particular those from the Dynamix team, H.o.C. looks brilliant, is funny and fun, looks stunning but is over before you know it. Maybe they want to leave you wanting more.
HEIMDALL	CORE DESIGN	1MB	DEC 91	MAY 92	92	88	89	87	92	If you thought that being a viking was a laugh - you'd be right! Really classy isometric adventuring and rollicking from the man who was doing the graphics for Littil Divil (remember that?)
HOI	HOLLYWARE	512K	AUG 92	--	89	84	90	86	90	From straight out of the blue comes this little gem. It's a super-cute platform jobby set over five massive levels. It's not amazingly sophisticated but it's wonderfully playable and constantly surprising. Deserves to be a big, big hit.
HOOK	OCEAN	1MB	JULY 92	--	89	91	82	65	82	Impressive first stab from a major UK software house to emulate the Lucasfilm style of graphic adventure. The biggest problem with Hook's mission to rescue his children and rediscover his own innocence, is that it's simple too short.
HOSTILE BREED	PALACE	512K	JUNE 92	--	55	70	70	85	75	A cross between a shoot-'em-up and a resource management game. An earthquake has ruptured the outer wall of your space complex and horrible bugs are getting in. Repel the bugs and mend the holes, but don't let the generator overheat. Over complex.
HUDSON HAWK	OCEAN	512K	DEC 91	--	85	70	85	81	85	Even if you hated the movie more than any other movie in the world, you'll love the game. Lovely platform antics dished up with super style. Other than the blagging of pricey objects, it actually has very little to do with the film, but who cares? It's top!
INDINA JONES 4	US GOLD	1MB	MAY 92	--	83	70	85	80	82	Isometric mix of action and puzzling. Doesn't start especially grippingly, but soon turns into a fan that even Indy himself would take his hat off to! Some interesting character-swapping potential available for exploration too.
INDY HEAT	STORM	512K	MARCH 92	--	87	89	88	79	86	After the dreadful Big Run, anyone could be forgiven for thinking that Storm are not exactly the most reliable purveyors of good driving games. This Super-Sprint clone dashes those fears, as it's great. The best top-down racer since Off Road from Virgin.
INT. SPORTS CHALL.	EMPIRE	512K	AUG 92	--	76	79	81	85	88	Puff and pant your way through dozens of Olympics-style events. It's all been well tought out. Success is down to the player's skill rather than how fast they can waggle a joystick, making it very rewarding to play.
ISHAR	SILMARILS	512K	JULY 92	--	91	84	85	90	87	Though much more a graphic adventure than an RPG, Ishar is sure to appeal, thanks to it's immense lastability alone. To Eye of the Beholder fans (and everyone else with half a brain, for that matter).

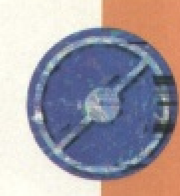


GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
JAGUAR XJ220	CORE DESIGN	1MB	JUNE 92	--	84	79	86	79	85	Lotus 2 only better and with Jags in.Many tracks and a round-the-world race season theme thrown in for good measure. Lovely presentation, fast update. Oh, and a course designer too. But would you use it?
JIM POWER	LORICIEL	512K	JUNE 92	--	90	82	86	81	84	It's like an arcade in your own home, or something. Left-to-right scrolling blast-em-up action. Out here Mr Power must clean up the galaxy using his excellent weapons. Garish/colourful graphics and plenty of blasting.
J. BARNES FOOTBALL	KRISALIS	1MB	MAY 92	--	77	80	80	76	80	Excellent, though slightly slower than Kick Off 2, John Barnes is still 30% quicker than Man. Utd Europe, but sufficiently similar to the first game for fans not to feel all at sea. Two player mode is especially satisfying.
J. MADDEN FOOTBALL	ELECTRONIC ARTS	1MB	FEB 92	JULY 92	81	81	92	89	91	Without a doubt, the finest simulation of what those Americans have the nerve to call 'football' ever seen on the Amiga. Blistering action, detailed plays and some low-level strategy that really works. Excellent fun and easy to get into.
KID GLOVES 2	MILLENIUM	512K	MARCH 92	--	63	70	64	68	65	Following up the surprise success of Robocod with another side-on arcade adventure wasn't the best move Millenium could have made, especially since this particular example of the genre is rubbish. Looks okay but won't last long. Shame.
KING'S QUEST 5	SIERRA	1MB	OCT 91	--	93	90	89	90	90	You've seen that bloke with the beard on the telly, and now you can welcome him into your own home in this adventure-cum-licence. Looks rather nice, but is probably a bit cerebral for viewers of the TV show.
KNIGHTS OF THE SKY	MICROPROSE	512K	DEC 91	--	89	81	86	88	87	Another completely competent flight sim from Microprose. This time the aircraft involved take the shape of the WW1 fighters which had those terribly exciting battles over the White Cliffs and all that. Accurate and atmospheric.
LEANDER	PSYGNOSIS	512K	NOV 91	--	92	93	94	93	93	Excellent platform romp. Super centurion style character with rather impressive sword-related abilities. More colours than you could shake a brush at. Excellent control method. Lots of atmospheric effects.
LEGEND	MINDSCAPE	512K	JUNE 92	--	74	85	84	80	79	It may still be the same old bullshit storyline, but at least Legend does absolutely everything with a degree of flair. Rid Trazers from evil monsters using your RPG skill. Nicr graphics and refreshingly little fiddling around in combat.
LEISURESUIT LARRY 5	SIERRA	1MB	MARCH 92	--	78	42	68	88	50	He may be a funny fella on the PC with lots of hard-memory, but on the Amiga he's more of a farce. Sierra's 'adult' adventures of Lounge lizard Larry may be okay, but until they sort their disk-access, the joke's on them.
LIVERPOOL	GRANDSLAM	1MB	AUG 91	--	64	70	70	65	74	Liverpool initially seems to offer just about everything the footy fan could ever want . However, apart from a nifty Striker-ish 3D view, it's all very disappointing. Passing is difficult and the game often ends up feeling like Pinball on a football pitch.
LOTUS 2	GREMLIN	512K	OCT 91	--	89	85	91	87	90	There's no doubt that the sequel to Lotus is an excellent game, but unfortunately the two-player mode (which always was more fun than one) just doesn't hold together with the new tracks instead of circuits system. Still one of the best arcade drives around, though.
LURE O. T. TEMPTRESS	VIRGIN GAMES	1MB	JULY 92	--	89	86	88	88	90	Very good, British-made adventure, set in a medieval world. No icons or text; entirely menu driven. Incorporates hyped (and quite good) Virtual Theatre, where characters 'go about their own business' regardless of your actions. No, really.
THE MANAGER	US GOLD	512K	MARCH 92	--	65	62	75	72	75	You've seen one footy management game and you've seen them all, right? Well, yes. You have. Better presentation but no chance to actually control the player on the pitch. It needs a real fan of the genre to invest in just another version of a ten-year old game.
MONKEY ISLAND 2	US GOLD	1MB	JULY 92	AUG-OCT 92	94	76	89	95	94	More of the same, only miles better. This time the graphics have been improved ten-fold and the humour is simply excellent. David Upchurch virtually blew a gasket over its skillfulness.
MICROPROSE GOLF	MICROPROSE (DOH!)	512K	JAN 92	--	90	82	92	91	91	A golf game for everyone! The best thing about Micrprose Golf is you can take or leave as much of the fiddling with feet position and club choice as you fancy, with the computer giving some sensible defaults in most situations. Some dodgy polygon visuals.
MOONSTONE	MINDSCAPE	512K	JAN 92	--	81	82	83	80	82	Moonstone does a very good impression of a game which is little more than a slash-em-up with fancy graphics. But if you're willing to look a bit further, there's some magic and real adventuring lurking beneath its ultra-violent exterior.
MYTH	SYSTEM 3	1MB	APRIL 92	--	94	92	93	93	93	The game which was such a hit on 8-bit for the Pinner-based company finally comes to the Amiga. Excellent graphics and some smart gameplay puts this well above the run of the mill hack-n'-slash arcade adventures.
ORK	PSYGNOSIS	512K	JUNE 92	--	68	56	71	79	64	Another shoot-'em-up from the Psygnosis stable. Or should that be factory? Nice scrolling backgrounds, average graphics, similar sound effects and nothing new anywhere in sight. Very competent. Not very imaginative.
PACIFIC ISLANDS	EMPIRE	512K	MAY 92	--	56	58	65	70	69	This sequel to the well-loved Team Yankee was loved my just about everyone but us. They applauded the game's undeniable depth and strategic merit, while we bitched about its blocky graphics and boring money management aspect. Horses for courses etc.



GAMES INDEX

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PARASOL STARS	OCEAN	512K	APRIL 92	JULY 92	91	90	80	80	82	Bub and Bob may well be back, but they're not back with quite the same style that they had in Rainbow Islands. In a fantastically colourful platform romp, our heroes must brolly their way to success. Smart graphics but not quite as good as the topper Rainbow.
PINBALL DREAMS	21st CENTURY	512K	APRIL 92	--	90	91	90	80	89	Even though we find it rather hard to see the point of pinball simulators, we have to say that this is a more enjoyable experience than most. This is partly down to the two-screen tables and also their variety from rocket-launches to creepy graveyards. Ooer.
PITFIGHTER	DOMARK	512K	NOV 91	--	83	79	83	78	82	A rather better game than the coin-op which it is converted from. Punch and kick and beat your way through a host of steroid-popping weirdos in this celebration of underground prize fighting. Super.
PLAN 9	GREMLIN	1MB	MAY 92	--	74	85	84	80	79	The film was hilariously bad, so the game is going to be... It's a bit of a foregone conclusion that Plan 9 is hardly the best adventure in the world. Too few locations and too linear a plot make this a downright trudge.
POPULOUS 2	ELECTRONIC ARTS	1MB	DEC 91	--	90	93	91	91	96	Fantastic sequel to the original and best God Sim. Lovely graphics and a host of new horrible plagues/volcanoes etc that you can inflict upon the helpless little people in your domain. A great laugh and a smart strategy game.
PROJECT-X	TEAM 17	1MB	MAY 92	--	90	90	90	88	90	Quite simply, the best shoot-'em-up to appear on the Amiga in ages. Wage war against mechanoid insects with an awesome arsenal of inventice weapons. Super smooth scrolling, highly polished high-octane action. Excellent.
PSYBORG	LORICIELS	512K	MAY 92	--	62	55	64	58	60	Set across eight solar systems and forty planets, this weird tale of space blasting did little to impress us. Race down the 3D corridors, spinning around to keep to the safe parts of the 'floor'. Okay graphics, but very short lived.
PUSHOVER	OCEAN	512K	JUNE 92	--	85	82	83	79	83	Knock down the dominoes in the right order to progress to the next level. Doesn't sound like much of a game does it? Well, it is. And a good one at that. Plenty of special domino-properties to learn and use and some cute graphics too. Worth a look.
RACE DRIVIN'	DOMARK	512K	APRIL 92	--	82	80	86	84	85	A surprisingly playable conversion of a most enjoyable coin-op. Although it doesn't really offer much that Hard Drivin' didn't, it's a thoroughly worthwhile purchase, 'cos at the very least, it's slightly faster.
REALMS	VIRGIN	512K	JAN 92	--	82	89	79	80	81	About a year too late unfortunately, Realms offers virtually nothing that hasn't been seen somewhere in all the God-sims that have gone before it. It doesn't really have much spark, either, but nevertheless is a playable and polished game.
RED BARON	DYNAMIX	512K	FEB 92	--	92	91	50	85	65	Accurately conjuring up the true feeling of World War One, Dynamix manage to make this dogfight simulator feel as if it is being played on equipment nearly eighty years old. Slow and unresponsive with loads of disks. Unrealistic programming for the Amiga.
RED ZONE	PSYGNOSIS	1MB	AUG 92	--	82	85	89	80	87	A sort of a F1GP for the bike enthusiast, Red Zone sacrifices massive attention-to-detail for speed and is arguably the more immediately enjoyable of the two games for it. If you hunger for high-speed thrills then this is the game for you.
RISKY WOODS	ELECTRONIC ARTS	512K	JULY 92	--	86	89	88	84	84	Not exactly the most graphically-polished game in the world, but a good old kicking rollock none-the-less. It's an impressive comeback for those Spanish coders Dynamic and it's also a lot less frustratingly difficult than their games used to be.
ROBOCOD	MILLENIUM	512K	DEC 91	--	91	89	94	93	93	At the time of release, Cod's antics where about as close as anyone had come to making an Amiga game look like it was running on a console. Now it's been superceded by the likes of Harlequin, but nevertheless, it still stands out as a fine jumpy game.
ROBOCOP 3	OCEAN	512K	DEC 91	MAY 92	90	82	80	87	83	It took some balls for Ocean to go for this polygon interpretation of the silvery cop. But it really paid off, and is probably one of the best movie conversions to date. Absolutely crammed full of atmosphere.
RUBICON	21ST CENTURY	512K	FEB 92	--	87	86	70	56	66	Looks like a dream, plays like a nightmare. Wide variety of shooty-killy levels which are fine when there are only a couple of sprites on screen but begin to grind to a halt when faced with any more. Pity.
SENSIBLE SOCCER	RENEGADE	1MB	JUNE 92	AUG 92	88	86	94	93	93	Actually better than Kick Off 2? Yes. Hard to believe, but true. The boys at Sensible have triumphed to bring a game so playable, it's almost impossible to imagine. Rush down to the shops and buy a copy immediately.
SHADOW SORCEROR	US GOLD	512K	DEC 91	--	75	80	74	79	77	SSI's concession to the mainstream market sort of works and sort of doesn't. While the game is a lot more friendly to the novice than many of their others, you can tell that the firm's heart is really in producing hard core RPGs for hard core players.
SHADOWLANDS	DOMARK	1MB	MARCH 92	JUNE 92	93	88	93	90	93	Now this is what role playing games should be like. The first outing of the excellent Photoscape system is a true success as this above average role playing romp is elevated to truly praiseworthy status with atmospheric visuals and some real style.
SPACE ACE II	READYSOFT	512K	JAN 92	--	92	92	55	56	55	Like Dragon's Lair and Space Ace before it, Space Ace 2 looks lovely but is overpriced, shortlived and not much fun. At times you might as well be watching an animation demo for all the control you have. Still, if you liked the others...



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SPACE CRUSADE	GREMLIN	512K	APRIL 92	AUG 92	85	89	90	89	89	The sequel to the rather popular Hero Quest, this game offers the player an interesting mix of strategy and isometric-viewed blasting. Although the arcade action is slightly hampered by boring strategy rules, the spacey fight scenes make it worthwhile.
SPACE GUN	OCEAN	512K	APRIL 92	--	74	79	79	70	75	Hardly the most brain-testing game in the world. This Thunderbolt-style face-on blaster requires 0% intelligence but, for a short time, delivers a high percentage of thrills. Shoot shoot and shoot some more. Multi-scrolling and some okay 3D too.
SPACE QUEST IV	SIERRA	1MB	MAY 92	--	52	17	25	44	49	A rather unfortunate battle in the continual war between Sierra's mammoth memory-intensive adventures and the Amiga's capacity. None too smart graphics and wonky sound do little to lift this lacklustre affair.
SPECIAL FORCES	MICROPROSE	512K	FEB 92	--	80	79	88	82	88	Equip an elite squad of four combat heroes to deal with combat flashpoints around the globe. Who knows whether the next mission will be a hostage rescue of a bridge-destruction? Entry-level strategy from the masters.
SPOILS OF WAR	INTERNECINE	1MB	JULY 92	--	27	48	45	82	48	Dismal strategy game for "purists". Based on the interesting principal of discovering and developing new worlds, Spoils of War is simply far too unfriendly and poorly presented (just check the graphics mark).
STARUSH	UBI SOFT	512K	JULY 92	--	58	60	64	77	59	Barely competent shoot-'em-up with the novel feature of forcing the player to complete each level twice, first from left to right, then from right to left, with a different end of level guardian at each end. Hmm.
STEEL EMPIRE	EMPIRE	512K	MARCH 92	--	69	70	75	81	75	Lots and lots of depth in a game ideal for strategy buffs. It's likely, however, that some will be disappointed that after all the hoo-hah of creating an army of excellent fighting robots, it's not much fun to actually make them fight.
STRIKER	RAGE	1MB	JULY 92	AUG 92	82	78	80	76	80	Brave and largely successful attempt at doing something new with the soccer genre. Much the same as the others, but with an interesting 3D viewpoint. Slightly let down by imperfect controls.
SUPER SP. INVADERS	DOMARK	512K	NOV 91	--	80	75	70	72	73	If you are a real Space Invaders nut, then Super Space Invaders may well be the game for you. Glossy graphics and some novel power-ups add some much needed flavour to the extremely old genre. But wouldn't you rather have an entirely new game?
SUPER SKI 2	MICROIDS	512K	MAY 92	--	77	60	75	65	67	A rather good simulation of ski-related antics, but carrying all the bad things about skiing with it. Not enough variety between events, a bit tiring and, on the whole, a bit of a let down. SHame.
SUPER TETRIS	MICROPROSE	1MB	AUG 92	--	78	66	88	88	82	Nowhere near as good or as addictive as the original, Super Tetris was doomed to, if not fail, then at least disappoint. Much the same game but tarted up with block-destroying bombs and pretty graphics.
TIP OFF	ANCO	512K	FEB 92	--	75	80	55	48	50	It's a shame that Tipoff is so rough around the edges, because everyone wants it to be a big success. Alas, basketball is a completely different game to football, and doesn't suit the Kick Off style of control at all. Shame.
TITUS THE FOX	TITUS	512K	APRIL 92	JUN 92	86	89	84	88	87	A far cry from the wretched little animals that make that awful yowling sound when they're doing unmentionable things by dustbins, Titus the Fox is a cute and excellently presented fellow in a Harlequin-cum-Blues Brothers side-on romp. Roll on the sequel.
TV SPORTS BASEBALL	MINDSCAPE	1MB	JULY 92	--	84	88	89	88	88	Rather splendid arcade style baseball game. Loads better than Domark's similar RBI. Usual excellent TV Sports presentation, stacks of stats and muchos accessibility. All this from the people who brought you It Came From The Desert.
ULTIMA VI	MINDSCAPE	1MB	JUNE 92	--	83	71	77	95	91	Absolutely enormous role playing adventure in the land of Lord British. Plenty of disk-swapping and rubbish Old Worlde "English" are but minor annoyances then weighed against the sheer size and excellent of the package.
VROOM	LANKHOR	512K	APRIL 92	--	88	90	89	88	89	After the rigorous detail of Formula One GP this rather super romp is something of a relief. Lots of speed and excellent computer drivers. Polygon graphics and plenty of courses. Overhead maps and all the usual business. But boy, is it quick!
VIDEO KID	GREMLIN	512K	MARCH 92	--	85	80	80	86	82	Like Mike TV in Willy Wonka and the Chocolate Factory , Video Kid just thinks about TV all the time. The result is a crazy side-on scrolling shoot-out through Western, Fantasy, Horror and Gangster scenes. Some iffy controls but competent entertainment.
WILLY BEAMISH	SIERRA	1MB	MARCH 92	--	94	93	83	80	84	Oh dear. Lovely graphics, bloody laughable disk access. If you've got a hard drive then Willy's teen angst adventure involving his pet frog Horny, har har, may suit you. You may be interested to know that it comes on TWELVE disks. Swapping frolics ahoy!
WOLFCHILD	CORE DESIGN	512K	JAN 92	MAY 92	84	84	85	82	84	A lycanthrope space arcade adventure, eh? Can't have encountered many of those. Sort of like Strider meets Switchblade meets Altered Beast (Only good) Superb shape-changing graphics and interesting weapons. But ultimately, it's the same formula with a new hero.
WWF WRESTLEMANIA	OCEAN	512K	JAN 92	--	80	66	70	70	68	It went to the top of the charts, so lots of you already know that Ocean's take on the WWF craze gave the impression of being rather good. But how many of you think that now? The game itself is okay, but there's no flamboyance to it. Rather the point of WWF, no?



NEXT MONTH!

We were sitting around the office the other day (as you do), pondering on life's little ironies. You know, those twists of fate that make you either smile or cry.
Like the fact that because we're the hard-working geezers who actually produce the magazine, we can't enjoy it a-fresh like you do. See, when you read the latest copy of The One, it's all new and exciting to you but to us - Pah! Old hat!

And nothing brought that home to us more than when we started thinking about what we'll be bringing you (lucky devils, that you are) next month. For instance...

• **THE CHAOS ENGINE -** At last! Probably the most eagerly-awaited game of this (or any other) year finally breaks cover. In a breathtakingly massive Work In Progress we'll be chatting to the legendary Bitmap Brothers about the creation of a modern masterpiece.

• **LEGEND OF VALOUR -** We know we promised to bring this to you last month but this time, we promise, it's really going to happen. No, really. We'll be talking to Kev Bulmer and the top lads at Dementia about the problems behind programming one of the most amazing RPGs ever. Believe us, you've never seen 3D this good!

• **REVIEWS BY THE BUCKETLOAD -** Things start hotting up on the Reviews front next month as the software companies let their sizzling games for Autumn out of the traps. Expect to see full in-depth analysis of Gremlin's LOTUS 3, System 3's SILLY PUTTY, Ocean's SIM EARTH and maybe even Mindscape's WING COMMANDER...

• **AND THAT'S NOT ALL. -** There'll be the usual heady mix of the hottest News, Previews and Interviews PLUS KillZone,16 pages of essential tips, including the final part of the complete MONKEY ISLAND 2 solution and the start of massive guides to EYE OF THE BEHOLDER 2 (yes, really) and LURE OF THE TEMPTRESS.

• **AND THAT'S STILL NOT ALL!** Don't forget the next instalment of Andrew Braybrook's URIDIUM 2 Diary, and the final part of our ELITE 2/HIGH FRONTIER Work In Progress.

Not a bad line-up, is it? You don't know how lucky you are.

October Issue on sale September 21st
If we weren't writing it, we'd be reading it.


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U.S. Gold, who brought you Eye of the Beholder I and II, know a great RPG title when they see one. Now they've signed up Sir-tech, the brains behind the Wizardry series, so that you can experience deep role-playing for yourself.

But before you begin, a little advice from someone who knows. Have something to eat and drink as it may be sometime before you get another opportunity!





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